

STARFALL

Skirmish Rules

Version 1.0



CHARACTERS

Character Creation				
1. Race, age	2. Virtues, flaws	3. Characteristics, class, careers	4. Skills, might	5. Roleplaying

Race and Background						
Race	Size	Characteristics	Preferred Class	Favoured Skills	Bonuses/Restrictions	Background Feats
Human	M	Any 2+1			Receives additional season of BPs per year May choose up to 9 pts of flaws Bonus Favoured Class +1 to Handle Animals +1 bonus to melee attacks from horseback	Blood of the Ancients
Lyonian			Warrior	Diplomacy		Born in the Saddle Family, Duty, Honour Legendary Weapon Noble Spirit
Imladrian			Rogue	Use Device	+2 to Bluff and Diplomacy when dealing with money	Gold Breeder, Tradesman
Zakarim			Academic	Sense Motive	+2 to Knowledge with regards to History or Religion	Blood of the Valar Giant's Blood Pious
Fremen			Ranger	Athletics	+1 bonus to Spot or Listen checks made to detect ambushes +1 to Stamina checks to resist disease Maximum Social Status 3 at 1 st level	Able Body Dreams/Oracle Stubborn
Sea People			Rogue	Gather Information	+2 to Perform +1 to Bluff, Sense Motive and Gather Information in 1 foreign culture Maximum Social Status 3 at 1 st level	Child of the Moors Four Seas Stormheart
Dwarf	M	Any+1				Favoured of Vaul Stubborn
Reman		Con+1, Int+1	Warrior	Stamina	+2 to Diplomacy +1 to Climb, Athletics, Survival while in mountainous terrain	Family, Duty, Honour Semper Paratus
Katoikan		Con+1, Wis+1	Academic	Craft	+2 to Craft when working with metals +1 to Will saves versus fear	Gold Breeder
Faer	M	Any+2				Blood of the Dragon
Ha-Faer		Dex+2, Con-1	Rogue	Survival	+1 to Athletics when involving balance +2 bonus to saves vs magic	Call of the Aether Raider
Vior-Faer Temair		Any+1 Dex+1, Wis+1	Ranger	Hide	+2 bonus to knowledge checks regarding legends and nature +1 to Handle Animals +1 bonus to Spot and Hide checks in wilds	Growing Strong Animal Companion Changing Seasons Dreams/Oracle

Tara		Dex+1, Cha+1	Warrior	Leadership	+2 to Craft when working with wood and bone +1 to attack with any missile weapons	Able Body Raider
Orc	M					Blood of the Southron Blood of the Kraken
Adityan Fel Vos		Any+1 Str+1, Con+1	Warrior	Survival	+2 to Knowledge checks regarding local area and healing +2 bonus to Stamina saves vs cold Vos ignore all Reputation bonuses to Cha-based skills used by non-Vos	Child of the Moors Dreams/Oracles
Rus		Str+1, Cha+1	Rogue	Swim	+2 to Swim and Professions to do with the sea +1 to Stamina saves to avoid drowning and resist damage from cold water	Gold Breeder Stormheart
White		Str+2	Ranger	Stamina	+2 Athletics involving running and jumping White Orcs may not start with any shield or armour proficiencies Maximum Social Status 3 at 1 st level	Able Body Child of the Moors Fast Healer Giant's Blood Great Shout
Suriyan		Int+1, Cha+1	Academic	Profession	+2 to Sense Motive and knowledge checks regarding languages +2 to knowledge checks regarding spellcraft and stewardship	Family, Duty, Honour Noble Spirit Tradesman
Goblin Xiongnu	S	Any+2, Wis+1 Dex+1	Ranger	Handle Animals	+2 to Handle Animals +1 to Spot checks when in natural environment +1 to all attacks when riding	An'dah Animal Companion Born in the Saddle
Jomon		Int+1	Warrior	Climb	+2 to Hide in urban environment +1 to Bluff, Gather Information and Legerdemain +1 to Knowledge regarding etiquette	Family, Duty, Honour Great Shout Legendary Weapon Noble Spirit
Musir	M	Any+1, Str+1, Dex+1	Ranger	Intimidate	Base move of 5" Low-light vision +1 Stamina Save to resist the effects of harsh climates May not take Handle Animals	Able Body Fast Healer Giant's Blood Natural Weapons
1. It is possible to mix and match races and backgrounds, i.e. an Orc from the Narrow Sea might have the same favoured skills, bonuses and restrictions and background feats as the Sea People						

2. Characters with Unknown backgrounds can be assigned one Favoured Skill, +2 to 1 Skill or +1 to two Skills (+2 to 1 Skill and +1 to two Skills for non-humans) and +1(+2) to one save in specific circumstances.
3. Preferred classes are simply a guide to character creation and does not translate to any in-game bonuses.
4. 1 Background feat may be bought for 5BPs.

Age								
Age Category	Human	Vior-Faer	Reman	Orc	Goblin	Musir	Ability Adjustments	Skill Adjustments
Very Young	<7	<8	<10	<6	<5	<4	Discuss with the GM	Discuss with GM
Young Child	7-8 (1/4)	8-11	10-14	7 (1/3)	6-7 (1/4)	5 (1/4)	-2Str, +1Dex, -2Con, +1Cha	+3 Hide, +1 Climb, +1 Bluff*
Child	9-11 (1/3)	12-15	15-19	8-9 (1/3)	8-10 (1/4)	6-7 (1/3)	-1Str, +1Dex, -1Con, +1Cha	+2 Hide, +1 Climb, +1 Bluff
Early Teen	12-13 (1/2)	16-19 (1/3)	20-39	10-11 (1/2)	11-12 (1/2)	8-10 (1/2)	-1Str, +1Dex	+1 Hide, +1 Climb, +1 Bluff
Young Adult	14-15 (1/2)	20-29 (1/3)	40-59 (1/4)	12-13 (1)	13-16 (1/2)	11-12 (1)	None	None
Adult	16-34 (1)	30-69 (1/2)	60-109 (1/3)	14-37 (1½)	17-30 (1/2)	13-25 (1 ½)	None	None
Middle Age	35-52 (1)	70-119 (1/2)	110-159 (1/2)	38-44 (1)	31-54 (1)	26-35 (1 ½)	-1Str, -1Dex, +1Int, +1Cha	None
Old Age	53-69 (1/2)	120-149 (1/3)	160-219 (1/3)	45-49 (1)	55-89 (1/2)	36-39 (1)	-1Str, -1Dex, -1Con, +1Int, +1Wis, +1Cha	None
Venerable	70+ (1/3)	150+ (1/4)	220+ (1/4)	50+ (1/3)	90+ (1/3)	40+ (1/2)	-2Str, -2Dex, -1Con, +2Int, +2Wis, +1Cha	None
Starting BPs (Adult) ^	18	18	19	16	17	18		

*Children receive the Bluff bonus only if adults are distracted or if they do not suspect the child of mischief

1. Ha-Faer, Undead and the Nosferatu are effectively immortal; these races have no generic starting BPs and never gain XP through self-study
2. Characters who are considered children or younger are considered 1 size smaller (except goblins, who are still considered small)
3. Humans gain a bonus season of BPs per full year that they spend on study and self-learning.

^ This is the minimum number of BPs that each adult character of the race starts with based on a sedentary life of study and self-learning. It is possible for characters who grow up in more exceptional circumstances to have more BPs (reflecting the XP acquired through adventuring), as long as the DM agrees [see Story Points].

<i>Virtues and Flaws</i>		
Heroes may choose up to 6 BPs of virtues and flaws, or 9 if human.		
Virtues	BPs	Description
Book Learner	4	Increase book learning per season to the next level; starting BPs unaffected
Educated	3	May pick 5 more favoured skills
Jack of all Trades	6	Extra favoured class
Influential	6	15 Influence Points per Social Status level
Naturally Gifted	9	Choose either physical or mental characteristics; always treat the higher dice roll as the first die when rolling for characteristics (i.e. always positive)
Noble	5x target lvl	Increase Social Status
Wealthy	5x target lvl	Increase Wealth level
Savant	4	1 characteristic is not limited by the +/-2 limit when determining characteristics vis-à-vis other characteristics of same category.
Strong Personality	6	May choose up to 3 personality traits or up to +3 in a single personality trait
BPs from flaws may be used to purchase characteristic advances as well as Might, Wounds, skills and career advances. It is occasionally possible for heroes to outgrow or rise beyond the circumstances of their birth etc during the course of a game. Heroes may pay off flaws by paying xp equal to 3x the flaw's BP , if the DM allows.		
Flaws	BPs	Description
Bastardy	3	Not allowed for commoners (i.e. Social Status 1 or less); -2 to all Diplomacy checks
Beyond your Station	2-6	A class ability is not gained whenever character gains a career; 2 BP for organizations of Influence and gear, 4 BP for favoured skills, 6 BP for feats
Blind Fury	2-6	Goes into bloodlust or frenzy under a specific condition; 2 BP entering a bloodlust is difficult but recovering is easy, 4 BP entering and recovering are both moderate; 6 BP entering a bloodlust is easy but recovering is difficult. In bloodlust will always move towards or charge closest target and half Defence skill.
Crippled (Maimed)	2-12	Suffer a permanent wound or born with physical impairment; 2 BP minor inconvenience (-1 penalty to all relevant checks) , 4 BP moderate inconvenience (-2), 6 BP severe inconvenience (-3), 12 BP grievous impairment (-4 to -6)
Dark Secret	2-6	A dark secret that would lead to social humiliation, loss of title, arrest, injury or even death; 2 BP difficult to discover or consequences of discovery are slight, 4 BP easy to discover or consequences are moderate, 6 BP easy to discover or consequences are devastating
Debauched	2-6	Debauchery can include obesity, addiction, waste due to drink etc; 2 BP Fort save (DC 20) or suffer -1 to Str and Dex checks and cannot run for 1 day (half day with significant rest); 4 BP always suffers -1 to Str and Dex checks, Fort save (DC 20) after any physical exertion or -2 to Str and Dex checks, may only move at half speed until rest for 1 hour; 6 BP -3 to Str and Dex checks
Debt	2-6	2 BP Minor debt 4 BP Moderate debt 6 BP Severe debt (1, 2, 3 levels of Wealth respectively, may only choose level of debt up to Wealth level)
Fear	2-6	2 BP Slight fear encountered infrequently, suffer a -1 to attack, defence, Skill checks and Saving throws, 4 BP moderate fear encountered frequently, -2 to attack, defence, Skill checks and Saving throws; 6 BP severe fear encountered frequently, DC 25 or flee the situation, otherwise as BP 2
Ignoble	2-6	Well-known for misdeeds; 2 BP -1 to social skills, 4 BP -2 to social skills, 6 BP -3 to social skills
Impaired Senses	2-6	Diminished or impaired primary sense or lost secondary sense (touch or smell); 2 BP -1 to checks if primary sense or unable to make checks with secondary sense, 4 BP -2 to checks on primary sense; 6 BP completely lost primary sense
Inept Attack	3-9	3 BP -1 penalty to all attack rolls 6 BP -2 penalty to all attack rolls 9 BP -3 penalty to all attack rolls
In Service	2	In service to an organization or another character
Madness	2-6	2 BP Slight impairment of the mind (-1 to appropriate Int, Wis or Cha checks), 4 BP Serious impairment of the mind (-2 to appropriate Int, Wis or Cha checks), 6 BP Severe impairment (-3 to appropriate Int, Wis or Cha checks)
Marked	2-6	2 BP Easily concealed, 4 BP Can be concealed but with difficulty, 6 BP Cannot be concealed
Nemesis	2-6	2 BP Merely annoying or interferes infrequently, likely to be less powerful than you, 4 BP Actively harms you or interferes frequently, as powerful as you, 6 BP Always harms you if possible or interferes constantly, more powerful than you

Outcast	6	Supercedes Stigma or Poor Defects; Social Status -1, Wealth -1; treated by most as criminal or traitor
Outsider	2-6	One or more racial benefits are missing; 2 BP favoured skills and regional feats, 4 BP characteristic bonuses, 6 BP all racial advantages. Does not enjoy racial bonuses to social skills
Poor	3	Wealth -1
Poor Learner	2-10	Reduce XP gained by book learning by 1 level per 2 BP; if already at ¼ reduced to 0. Does not affect starting BPs.
Sickly	3-9	3 BP -1 to Sta saves, 6 BP -1 to Sta saves and -1 penalty to checks with any one Ability score, 9 BP -2 to Sta saves and -1 penalty to checks with any two Ability scores
Specialist	3	Pay 20BP for careers with 1 or more classes outside favoured class; pay 30BP for careers with no classes within favoured class
Stigma	4	Social Status Influence reduced by 5
Stunted	6	Considered one size smaller than other members of your race; move at three-quarter speed, may only use weapons of the same size in two hands and may not use shields of larger size; normal armour will not fit
Weak	6	Choose either mental or physical characteristics; consider lower dice as first dice when rolling for characteristics (i.e. always negative)



Characteristics

Strength (Str) indicates how strong a character is. This is especially important for close combat.

Dexterity (Dex) determines how nimble and fast a warrior is.

Constitution (Con) is a measure of how easily an individual can withstand a hit from a weapon as well as his general fitness

Intelligence (Int) measures a character's logic, language and ability to learn new skills.

Wisdom (Wis) describes a character's empathy and perception.

Charisma (Cha) describes a character's ability to influence other people.

All heroes roll 2 dice for each set of characteristics, i.e. mental and physical. Subtract the score of the second dice from the first. Treat all 0s as 0s. This means that players will end up with a range of +/-9, to be distributed across 3 characteristics, in each set. Physical characteristics may not differ from each other by more than 2, and mental characteristics likewise. No characteristics may exceed +3 or be lower than -3.

Depending on its race and age, characteristics may be further improved or decreased; this is not restricted by the +/-2 limit, or the +3/-3 limit.

Heroes may generally not increase their characteristics after they are created. Characteristics change only when a character ages.

Class

Every hero may choose one primary class. Careers picked from the primary class, as well as any favoured classes from his background. Human heroes may choose an additional favoured class.

Skill progressions are based on **the best class** among all of a character's primary and favoured classes.

Favoured Skills	Warrior	Ranger	Rogue	Academic
	Hand Weapons	Hand Weapons	Athletics	Small Weapons
	Polearms	Athletics	Small Weapons	Defence
	Athletics	Bows	Defence	Appraise
	Small Weapons	Defence	Thrown Weapons	Craft
	2-Handed Weapons	Thrown Weapons	Climb	Knowledge
	Bows	Climb	Appraise	Profession
	Crossbows	Stamina	Use Device	Use Device
	Defence	Survival	Hide	Sense Motive
	Thrown Weapons	Swim	Sense Motive	Will
	Intimidate	Handle Animal	Spot	Diplomacy
	Stamina	Hide	Bluff	Gather Information
	Spot	Spot	Gather Information	Perform

Careers

Heroes may pick 1 or more careers to begin with. Careers which are picked from the hero's primary or favoured classes cost **10BPs** per career. Careers which are picked from outside the hero's primary or favoured classes cost **20BPs**.

Some careers straddle two or more classes – if some but not all of these classes fall within the character's primary or favoured classes, the career costs **15BPs**.

Basic careers may be picked without conditions, but more advanced careers often have some entry requirements (either a prior career, or a particular level in a Skill), which must be met.

Many careers are also tied to some form of training or membership in an organization within the StarFall world; DMs may disallow certain careers for starting characters [See Story Points]

Careers give heroes Influence and gear, bonus favoured skills, and feats. Magical or priestly careers may also give characters spells or prayers instead of feats. Heroes must pay 1 BP for each spell or prayer, which should be chosen from within their culture or organization unless allowed by the Storyguide.

Refer to respective career lists for details.

Hero Flexibility

Heroes who wish to may pick one extra specialization from outside their career lists for every career that they progress through. This reflects skills which heroes pick up as through the course of adventuring. The Storyguide may insist that heroes acquire these specialisations only if they can find the appropriate teacher, or develops them as a result of specific campaign events.

In the same vein, heroes may replace any one of their gear with an item equal or lower in value. Any extra items would need to be purchased for each skirmish with character Wealth.

With Storyguide approval, heroes may also replace career entry requirements with equivalents. This represents exceptional circumstances in which a hero is accepted into an organization because of his contributions in-game rather than the usual eligibility process. Heroes may also be accepted into equivalent careers from outside their race. Entry into these careers always cost twice as much as normal.

Skills

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Athletics	Bows	Climb	Appraise	Handle Animal	Bluff
Hand Weapons	Crossbows	Intimidate	Craft	Hide	Diplomacy
Polearms	Defence	Stamina	Knowledge	Sense Motive	Gather Information
Small Weapons	Legerdermain	Survival	Profession	Spot	Leadership
2-Handed Weapons	Thrown Weapons	Swim	Use Device	Will	Perform

Heroes begin with 0 in all Skills, but may increase their Skills using BPs. Favoured skills cost **1x target level of skill in BPs**, while other skills cost **2x target level of skill**. Characters may gain more favoured skills because of their background and their careers.

Heroes may also acquire specialisations at a cost of 1 BP per specialisation. Only specialisations which are described within the hero's career may be picked. The maximum number of specialisations per skill is limited by the skill rating.

Might

Heroes begin with 0 Might points, but may spend BPs to increase their Might. Each point of Might costs the **square of the target Might level**.

All heroes must begin play with at least 1 Might point.

Roleplaying

Heroes begin with **Social Status** 1, reduced or improved through Flaws/Virtues.

Each Social Status level gives the hero 10 Influence Points. Influence points can be spent on his family, clan or tribe, and others can be spent on organizations determined by his careers. Influence points may be left unassigned until later in the game.

Heroes also begin with **Wealth** 1, unless reduced or improved through Flaws/Virtues. Each level of Wealth can give the hero additional or special gear in skirmishes.

Social Status and Wealth can only be increased after character creation with DM approval.

All heroes also begin with 1 personality **Trait**, which gives a +1 bonus or -1 penalty in appropriate circumstances (including social), where the trait (and the accompanying reputation) can take effect.

FEATS

<i>Feats</i>			
Feats are usually tied to a hero's careers, but heroes may pay 5BPs to begin with 1 background feat , chosen from his background.			
Feat Name	Type	Prerequisite	Description
Able Body	Bkgrd	Str +1 or Dex +1 Fremen, Tara, White Orc, Musir	Activate to duplicate any specialisation when testing Athletics. Climb, Hide, Stamina or Swim
An'dah	Bkgrd	Xiongnu	May choose 1 person as a true companion – only 1 character need choose the feat. May transfer any number of Might points to companion in-game. Activate to automatically pass any Will check as long as companion is also fielded (can be <i>incapacitated</i> or not on the board)
Animal Companion	Bkgrd	Temair, Xiongnu	Gains friendship of one animal. Automatically assumed to have appropriate specialization (Falconry, Hound or Ride) with the animal. In combat may activate to make an extra co-ordinated attack. Make a Handle Animal check in place of the attack roll, and the animal will cause 2+Wis ranged dmg up to 16", or 4+Wis melee dmg. The animal may perform any attack (or specialized attack) that the character can, and can attack even if character is <i>stunned</i> , <i>fleeing</i> or <i>prone</i> . Also the animal counts as an extra model for purpose of determining <i>flanking</i> .
Awakened Mind	Zakarim	Savant	Activate to add all mental characteristics together when making a mental Skill check
Aware	Zakarim	Watchman	Activate to negate all effects of being <i>flat-footed</i> , <i>flanked</i> or <i>surrounded</i>
Backstab	Zakarim	Knave	Activate to double Str and weapon dmg when opponent is caught <i>flat-footed</i> , <i>flanked</i> or <i>surrounded</i> ; apply to all chained attacks
Black Library	Zakarim	Inquisitor	Activate to double skill and duplicate any specialization in Appraise, Knowledge and Use Device
Bladeshield	Fremen	Tleilax	Activate to double Defence skill
Baldestorm	Fremen	Tleilaxu Master	Activate to half Speed of any small weapon
Blood of the Ancients	Bkgrd	Human	Activate to double any Characteristic for a single roll
Blood of the Dragon	Bkgrd	Faer	Activate to ignore Fire or heat damage; activate to use Cha instead for any 1 Skill check
Blood of the Southron	Bkgrd	Orc	Activate to double Skill for any non-combat opposed Skill checks
Blood of the Valar	Bkgrd	Zakarim	Activate to double Skill for any Stamina check; activate to use Con instead for any 1 Skill check
Blood of the Kraken	Bkgrd	Orc	Activate to double Skill to hit and double weapon damage to wound anyone who has wounded you
Bloodsworn	Fremen	Sardauker	May share Might points freely between all Sardauker heroes and Hedarach, Mahdi or Al-Gaib (highest rank only)
Born in the Saddle	Bkgrd	Xiongnu, Lyonian	Activate to use any Handle Animal specialization to do with riding, or a double Skill when attack or defending while mounted
Brawl	Zakarim	Tough	Activate to use any Specialisation with Small Weapon
Brute	Zakarim	Enforcer	Activate to add Con to 1 attack or Defence roll. Does not stack with Bravado, Canny. Finesse or Tactics.
Call of the Aether	Bkgrd	Ha-Faer	Activate to use Will instead for Stamina checks. Activate to avoid <i>stunned</i> or <i>hurt</i> injury effect (still treated as hurt or stunned but can avoid all ill effects).
Call of the Wild	Fremen	Bashar	Activate to use any Setup Play for free, use Survival (Terrain) for roll
Cast into the Darkness	Zakarim	Lord Inquisitor	Activate to make Intimidate check against melee enemy's Will

			to deal damage; enemy loses 1 body level every 3 points above DC; double Intimidate skill when dealing with Nosferatu, undead or demons
Changing Seasons	Bkgrd	Temair	Activate to add double skill for next Skill check after a failed Skill check; lasts until next successful check
Child of the Moors	Bkgrd	Vos, White, Sea People	Activate to ignore all debilitating effects from poisons or disease; activate for any specialization to do with poisons/disease/moors/swamps
Crippling Strike	Zakarim Fremen	Protagonist Assassin	Activate to cause -1 to any physical characteristic with each body level lost; lasts until body level is recovered
Dastardly	Zakarim	Bandit Leader	Activate to double Trait bonus to social skills and use any social specialization in combat
Dealer of Secrets	Zakarim	Chosen	Activate to force 1 enemy warrior (not hero) in melee combat with character to make a Will save versus Gather Information or fight for character, as long as character can be paid for under Chosen's influence. Warrior cost is counted for purpose of victory XP,
Death Visage	Fremen	Face Dancer	Activate to stop all warriors (not hero) in melee with character from attacking this turn
Divine Grace	Zakarim	Handmaiden	Activate to increase bonus to +3 when aiding another of Zakarim faith.
Dogs of War	Fremen	Reaver Lord	Activate to make co-ordinated attack with dog mount; count dog as extra character for purposes of flanking or surrounding; dog acts as secondary weapon without associated penalty with Spd 3 and dmg+3 Slashing (no Str bonus) and treat as having Wrestle specialisation
Dreams/Oracles	Bkgrd	Wis +2 Vos, Fremen, Temair	Activate to see visions of the future, may gain any 1 relevant Setup Play for free (no points necessary) which need not be bought at the start of the skirmish, activate to use; may use general Knowledge check instead for Play
Duelist	Fremen	Kanly	Activate to automatically acquire any melee combat specialization when fighting one on one
Emblem of the Craft	Fremen	Arif	Activate to consider as having any Wealth1 equipment within culture; no need to pay fielding costs
Established	Zakarim	Artisan	Activate to add Craft or Perform skill to social skill checks
Every Man for Himself	Zakarim	Mercenary	Activate to allow character not to have to make All Alone or Rout Tests or automatically succeed Rally tests; +1 for next Skill check
Faithful Hounds	Fremen	Nam-Yensa	Activate to disallow any coup de grace and negate bonuses from being <i>flanked</i> or <i>surrounded</i>
Family, Duty, Honour	Bkgrd	Jomon, Reman, Lyonian, Suriyan	Activate when aiding another member of your own house, clan or family, increase bonus to +2; +1 to next Skill check if aided action is successful
Fast Healer	Bkgrd Zakarim	Con +1 White Orc, Musir Flagellant	Activate to automatically recover 1 body level, as long as character is not <i>incapacitated</i> .
Favoured of Vault	Bkgrd	Dwarf	May activate when character is <i>incapacitated</i> to treat as <i>hurt</i> , as long as in contact with solid ground.
Four Seas	Bkgrd	Sea People	Activate to automatically pass any Leadership check when leading Sea People, including rally tests for warriors within 6" etc.
Frenzy	Zakarim	Zealot	Activate to double Str when making next dmg roll after every body level lost; cumulative (triple, quadruple etc); applies to all chained attacks
Friends in Many Places	Zakarim	Nomad	Activate to stop any enemy warrior (not hero) from charging him.
Friend of the Wilds	Zakarim	Trapper	Choose a favoured terrain, activate to double any Skill use in terrain
Fortune's Favour	Zakarim	Peddler	Activate to re-roll any dice roll (as normal use of Might), with a further +1 to roll
Giant's Blood	Bkgrd	Zakarim, White, Musir	Activate to acquire 1 'phantom' <i>winded</i> body level when rolling Soak.

Gold Breeder	Bkgrd Zakarim	Int +1 Imladrian, Katoikan, Rus Pirate Leader	Does not need to pay for additional gear in scenarios, may activate in game to acquire any additional gear for character and recruited warriors based on character's Wealth
Great Shout	Bkgrd	Jomon, White	Activate in opponent's Recovery phase to make opposed Intimidate rolls against all enemies within 6", who must succeed in Will check or <i>flee</i> .
Growing Strong	Bkgrd	Vior-Faer	Spend one week to define a goal; activate to double Skill for all relevant Skill checks, including attack and defence rolls
Hide in Plain Sight	Zakarim Fremen	High Executioner Master Assassin	Activate to hide without need for intervening terrain; enemies do not automatically see character
Holy Strike	Zakarim	Templar	Activate to add Cha to hit and dmg, applies for all chained attacks
Incorruptible	Zakarim	Judge	Activate to automatically pass any Will check
Keen Mind	Bkgrd	Int +1 or Wis +1	Activate to apply any specialization in Appraise, Bluff, Knowledge, Profession, Sense Motive and Spot
Keen Eyes	Zakarim	Scout	Activate to automatically spot characters behind cover or double Spot skill to spot hidden enemies
Legendary Weapon	Bkgrd	Must possess a masterwork weapon; Lyonian, Jomon	2 combat related feats that are tied to a specific weapon; character must still fulfil requirements of career/feat. Feats do not need to be chosen immediately
Light as a Shadow	Zakarim	Executioner	Activate to treat character as unarmoured for any Skill check, activate to allow character to run and sprint in any situation (i.e. hiding, climbing, standing up, even <i>stunned</i>)
Light the Way	Zakarim	Knight Templar	Activate to allow aid another as a free action
Little Birds	Zakarim	Spy	Activate to double Skill for Bluff, Diplomacy, Gather Information, Intimidate
Many Places at Once	Fremen	Mahdi	May cast prayer as if character were any Fremen hero on the board
Mentat's Office	Zakarim	Mentat	Activate to double Skill for Appraise, Bluff, Intimidate, Knowledge, Profession, Use Device, Leadership, Perform
Monster Hunter	Fremen	Ghaib	Activate to add Appraise (Enemy) skill to attack roll
Musher's Stick	Fremen	Yensa	Activate to make co-ordinated attack with dogs up to 6" range. Roll Handle Animals as attack and add +1 for each additional dog in team
Name Seeker	Fremen	Squaw	Activate when in melee with largest or most powerful hero on board to double Str and dmg; apply to all chained attacks
Natural Weapons	Bkgrd	Musir	Activate to consider unarmed attack as any melee weapon, not including specialized weapons
Noble Spirit	Bkgrd	Lyonian, Jomon	Activate to double Leadership skill and range
Pander to the Crowds	Zakarim Fremen	Charioteer Gladiator	Activate to add bonus to any Skill check; +1 for each warrior (not hero) within 10"
Passion	Special	Any	May only have 1 trait; may increase Trait beyond +1 by paying 5BPs for each point (max +3). Activate to double bonuses from Traits
Pathfinder	Fremen	Naib	Activate to roll dice 3 times and pick the best result
Pious	Bkgrd	Wis +2, Zakarim, Reman	May activate to cast any minor Avar prayer or minor chant to Vault (depending on whether character is Zakarim or Reman)
Quarry	Zakarim	Bounty Hunter	Declare a quarry after 1 week of study. Activate to double any skill levels when hunting or attacking quarry
Raider	Bkgrd	Ha-Faer, Tara, Rus	Activate to gain any specialization and to double skill for Hide and Survival
Refined Body	Fremen	Ghola	Activate to be immune to any 1 type of physical attack (i.e. piercing, slashing or blunt); activate to change
Ride-by Attack	Fremen	Reaver	Activate to move up to remaining charge move in between chained attacks when mounted
Roving Screen	Zakarim	Outrider	Activate to use any of the following Setup Plays for free if mounted – Infiltrate, Outflank or Surprise Raid. May use Handle Animal (Ride) for check
Sea Fighter	Zakarim	Sailor	Activate to double Defence skill when, prone, climbing, or on treacherous or unsteady terrain (including near edge)
Semper Paratus	Bkgrd	Reman	Spend one day preparing for a specific threat. Activate to

			treat Botch rolls as critical for any die roll directly connected with countering a threat or preparing for it
Silver Tongue	Bkgrd	Cha +1	Activate to use any specialisation for Bluff, Diplomacy, Gather Information, Handle Animal. Perform
Shield of the Faith	Zakarim	Knight Hospitalier	Activate to transfer 1 attack against an ally in base contact to the hero; +2 to hero's Defence
Shortening the Way	Fremen	Hederach	Activate to treat any distances as halved, including movement, Spot, shooting or casting
Sign of the Apocalypse	Zakarim	Herald	Activate to cast any Avar prayer at any time
Skill Expertise	Zakarim	Wagoneer	Activate to negate non-proficiency penalties in any skill, +1 for next skill check if successful.
Sniper	Zakarim	Bandit	Activate to double Str and damage when attacking character who is <i>flat-footed</i> with missile weapon; apply to all chained attacks
Steeds of Doom	Zakarim	Dark Rider	Activate to add 'phantom' Body level when hit as long as character is mounted
Strength in Numbers	Zakarim	Ganger	Activate to double penalties from flanking or surrounded as long as all allies have same feat
Strike to Stun	Zakarim	Bounty Hunter	Activate to consider any weapon as blunt weapon (mace, staff, hammer); further +2 to wound if hero chooses not to consider any <i>out-of-action</i> injury effects
Stormheart	Bkgrd	Sea People, Rus	Activate to double skill for any Will test; if successful may fly into a rage: +2 bonus to hit and damage until wound suffered
Stubborn	Bkgrd	Dwarf, Fremen	Activate to double skill for any Con check
Sword of the Empire	Zakarim	Neophyte	Choose 1 type of enemy – non-humans, heretics or demons/undead/Nosferatu. Activate to double Str and dmg when attacking
The Awakened Mind	Zakarim	Savant	Activate to use Int for any Skill check
The Colour of Gold	Zakarim	Mercenary Captain	Activate to force 1 enemy warrior (not hero) in melee combat with character to make a Will save versus Diplomacy or fight for character, as long as warrior can be paid for under Wealth. Warrior cost is counted for purpose of victory XP.
The Emperor's Favour	Zakarim	Paladin	Hero: roll 4+ to expend Might point for free; max of 1 per own turn. Once roll is failed, may not enjoy this feat for rest of scenario Warriors: may roll 4+ to expend Might point. Once per scenario
The Muad-Dib	Fremen	Al-Gaib	Activate to stop enemy expenditure of Might as long as enemy is within 10"
The Prophecy Come to Pass	Zakarim	Prophet	Activate to extend prayer to any character within 10"
The Rule of Law	Zakarim	Judge Magister	Activate during enemy's Recovery phase to immediately force all Zakarim characters (including heroes) to make a Rout test
The Wierding Way	Fremen	Fedaykin	Activate to treat attack roll as 10 – rolled number (i.e. botch is still a botch, but 9 treated as critical) and all enemies as <i>flat-footed</i> .
Thousand Weapons	Zakarim	Cutthroat	May use anything as a weapon, start with any non-specialised weapon, may activate to switch weapon or use any weapon specialisation
Totem Animal	Fremen	Brave	Choose a totem animal and activate to double related skill – Owl (Spot), Cheetah (Athletics), Bear (Intimidate), Raven (Knowledge), Vulture (Survival), Wolf (Diplomacy), Fox (Bluff), Mouse (Legederman), Otter (Swim), Dog (Sense Motive)
Totem Beast	Fremen	Mujahid	Choose a totem beast and activate to double related skill – Dragon (Any missile weapon), Remorrhaz (Defence), Mammoth (Stamina), Leviathan (Any melee weapon)
Tradesman	Bkgrd	Imladrian, Suriyan	Activate to use any specialization and double skill for Craft or Profession
Up and at 'em	Zakarim	Pirate	Activate to double Skill checks when charging enemy including first round of combat and any Athletics checks to jump or sprint

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Unfeeling	Fremen	Feyd-Rautha	Activate to ignore 1 Body level of wounds when rolling Soak, may use more than 1 Might at a time
Unknown Heritage	Bkgrd		May replace this Background Feat with any other Background Feat later
Unyielding	Zakarim	Knight Hospitalier	Activate to negate any knockdown or pushback effects; in melee, enemies are pushed back instead but may follow-up as normal

SKILLS

Using Skills

Skill Checks

All Skill checks are made by rolling d10, adding the associated Characteristic and the Skill level, before comparing with the target number.

General target DCs are DC6 for simple tasks, DC9 for average tasks, DC12 for difficult tasks, and DC15 for impossible tasks.

Criticals and Botches

Dice that roll 1s have scored **criticals**. Roll a second dice and double the value rolled. If a further 1 is rolled, another dice is rolled and the value quadrupled, and so on.

If all dice rolled turn up 0, the character might possibly have fumbled. Roll a further dice; if the dice turns up 0 again, the character has **botched**. He automatically fails in the Skill check, and the DM can dictate any further consequences of the fumble that seem appropriate.

For certain Skill checks (particularly firearms use or magic) or in certain conditions, characters will roll more than 1 Botch dice, as these are considered particularly unpredictable or dangerous tasks. Characters are assumed to Botch as long as **any dice** turns up a 0, with more 0s indicating a more serious fumble.

It is up to the Storyguide to determine what exactly happens in a Botch. In general, single botches are just embarrassing (i.e. no actual game effect except count Skill and Characteristic bonuses as 0), double botches are inconvenient (falling prone, disarmed etc), triple botches cause loss of equipment (mundane weapon breaking, shield shattering, armour damaged etc), and quadruple botches and beyond could be lethal (stabbing yourself with the weapon).

Opposed Skill Checks

In the case of an opposed Skill check, opposing characters roll off with their respective Skills, and the character with the higher roll + associated characteristic + Skill value is deemed to be the winner. In cases of a tie, the character with the higher **Skill value** is assumed to win. If Skill values are equal, the tie is broken by a random dice roll.

Applying Multipliers

Multipliers are always added together before they are applied to any Skill. For example, if a hurt character (x1/2 Skill level) is using a Feat which gives x2 to his Skill, he will treat his Skill as unmodified.

Always round down fractions.

Except for certain feats and melee damage (based on whether the weapon is wielded in the off- or with 2 hands), multipliers are always applied to Skills only and not Characteristics.

Non-proficiency and Specialisations

Characters that are non-proficient in a skill treat their skill level as 0. In addition, any skill check that fumbles rolls +1 (or more) Botch dice.

Every skill has certain specialized areas for which the general training entailed by the skill does not cover. These are listed in the skill descriptions. Such skill use usually grants the character bonuses in special circumstances, or allows him to perform certain unique actions, or use specialized or magical equipment. Characters using specialized equipment without the proper specialization would not be able to use the equipment's special features and would roll double Botch dice.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Athletics	Bows	Climb	Appraise	Handle Animal	Bluff
Hand Weapons	Crossbows	Intimidate	Craft	Hide	Diplomacy
Polearms	Defence	Stamina	Knowledge	Sense Motive	Gather Information
Small Weapons	Legerdermain	Survival	Profession	Spot	Leadership
2-Handed Weapons	Thrown Weapons	Swim	Use Device	Will	Perform

<i>Skill Descriptions</i>			
	C	Description	Requirements
Athletics	Str	<p>Jumping, running, balance, clearing obstacles or gaps DC6</p> <ul style="list-style-type: none"> Clear vertical height above ½ height, +3 per ½ height Jump down from height above 1x height, +3 per 1x height Clear horizontal gap more than 1x height, +3 per 1x height balance in areas with 1 of the following conditions – near edge, Unsteady, slippery, +3 for additional circumstances Sprint to add ½ move, shoot or cast spells <p>DC9</p> <ul style="list-style-type: none"> Stay on feet when pushed back into unyielding terrain, allies or foes 	
Diving Charge		Add +1 to hit and damage when jumping down on an enemy within 2" of a 1" drop	
Dodge		Opposed Athletics check to avoid interception when charging	
Jump Up		May make an Athletics roll versus DC9 to jump up if prone at the end of melee	
Pole Balance		+2 to Balance checks if not engaged in combat	Polearm or similar
Salmon Leap		Athletics check to clear enemy height to ignore Shield Defence when charging	
Sea Legs		Not affected by negative modifiers to Balance checks at sea or on unstable terrain	Up to level of Skill
Vault		+2 to Jump checks, not limited by height x1.5 when making vertical leaps	Polearm or Pogo Stick
Wall Fall		Half height when jumping down when falling next to a wall	
Hand Weapons	Str	<p>Attacking with hand weapons Opposed DC versus target's Defence</p> <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Bastard Sword		May use bastard sword as two-handed weapon	Bastard sword
Bull Rush		Blunt weapon may be used to pushback opponent an additional 1" for every hit scored by character when he wins melee combat; hits do not need to cause damage. Enemy must roll or fall down as usual if bull rush causes enemy to be surrounded. Only characters with this specialisation may follow-up	Blunt weapon
Flail/Chain		Ignore shield and weapon defence bonus when using flail	Flail/Chain
Knockdown		Blunt weapon may be used to knockdown opponent instead of causing damage; opponent to make opposed Athletics check versus roll to wound, +/-3 for every size difference	Blunt weapon
Strike to Stun		Blunt weapons may be used to coup de grace; may treat incapacitation as merely stunned after battle	Blunt weapon
Shield Breaker		Axe, halberd or similar weapon may be used to break shields when shield-armed opponent successfully defends; roll to wound versus DC 9	Axe, halberd or similar weapon
Rapier		+1 to Defence	Rapier
Sabre		+1 to hit and damage when used from horseback	Sabre
Shieldfighting		May make one extra shield attack at Spd 2/x, Blunt, Dmg +3. As normal, attacks with two weapons suffer a -2 to hit	Shield
Two weapons		Reduce to-hit penalty for using two weapons to -1/-2	Two weapons
Polearms	Str	<p>Attacking with polearms (Large weapons) Opposed DC versus target's Defence</p> <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Trip		Hooked weapon may be used to trip instead of causing damage; opponent to make opposed Athletics check versus roll to wound, +3 for every extra pair of legs.	Hooked weapon
Lance		Use horse Str to hit and wound when using a lance from	Lance

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		horseback	
Pike		May use pike to support from 2 models away	Pike
Set against charge		Use horse Str to hit and wound when attacking a mounted charger	Any Piercing Polearm
Spear Fighting		May use spear to support another model	
Whip		Ignore shield and weapon Defence bonus when using whip, considered Hooked weapon	Whip
Small Weapons	Str	Attacking with small weapons Opposed DC versus target's Defence <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Calm fighter		May always make called shots	
Close weapons		May use close weapons; not considered unarmed for purpose of Defence and threat	Any close weapon
Brute		Use Con instead of Str with skill	
Finesse		Use Dex instead of Str with skill	
Main gauche		+1 to Defence when using Main gauche	Main gauche
Sunder		Sai may be used to break enemy weapon on successful hit instead of damage; enemy must make an opposed attack roll versus sai roll to wound	Sai
Wrestle		May use specialisations Disarm, Knockdown, Strike to Stun, Trip when attacking unarmed	
2-Handed Weapons	Str	Attacking with 2-handed weapons Opposed DC versus target's Defence <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Disarm		2-handed weapon may be used to disarm enemy with 1-handed weapon on a successful hit instead of damage; enemy must make opposed attack roll versus roll to wound	2-handed weapon
Double weapon		May use double weapons such as two-bladed swords and staffs as two weapons	Double weapon, staff
Morning Star		+1 to hit and wound in first round of combat, ignore shield and weapon Defence bonus when using morning star	Morning star
Bows	Dex	Attacking with bows Opposed DC versus target's Defence <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Composite Bow		May use composite bow	Composite Bow
Longbow		May use longbow	Longbow
Crossbow	Dex	Attacking with crossbows and firearms Opposed DC versus target's Defence <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Aim		May add+1 to hit if character does not move this turn	
Fast Loader		May move and fire with heavy and repeating crossbow	
Hand crossbow		May use hand crossbow	Hand crossbow
Longrifle		May use longrifle	Longrifle; must know musket
Musket		May use musket	Musket
Pistol		May use pistol	Pistol
Repeating crossbow		May use repeating crossbow	Repeating crossbow
Stand and shoot		May choose to fire at a charging enemy instead of fighting with a melee weapon; weapon is considered to fire first in melee (with a further -1 to hit) but has no possibility of chaining, considered unarmed in subsequent combat unless possesses off-hand weapon or quickdraw; may not do so if firing character is stunned, or fleeing.	
Defence	Dex	Dodging or defending in melee combat Opposed DC versus enemy's appropriate weapon Skill <ul style="list-style-type: none"> To avoid hits in combat, add Defence bonus from shields or weapons 	
Buckler		May use buckler and 2-handed weapon at the same time; if using 1-handed weapon off-hand is considered unarmed	Buckler

Body Shield		May give up shield bonuses to treat as hauberk, half or full armour (medium, large or tower shield) equivalent to scale mail	
Half Armour		May use half armour without incurring armour check penalty	Half Armour
Hauberk Armour		May use hauberk armour without incurring armour check penalties	Hauberk Armour
Net		May use Net; if character also possesses Shieldfighting may have Trip and Disarm specialisations	Net
Polearm Twirl		Character armed with double weapon or polearm may twirl weapon to gain +1 Defence against missile weapons	Double weapon or polearm
Prone Fighter		Does not suffer Defence penalties when fighting prone	
Full Armour		May use full armour without incurring armour check penalty	Full Armour
Tower Shield		May use tower shield	Tower Shield
Tumble		May break from combat without incurring a free attack from engaged enemies but may not charge into further combats	
Two weapon Defence		May sacrifice second weapon use to gain +1 to Defence	Two weapons
Legerdermain	Dex	Stealing, picking locks, sleight of hands Opposed versus opponent's Spot <ul style="list-style-type: none"> To conceal, hide or steal a small item, -3 if item is in possession of opponent 	
Pick Locks		May use legerdermain skill to pick locks	Lock Picks
Quickdraw		May draw second weapon in combat if first weapon is dropped or disarmed; Legerdermain check versus DC 9, -1 to hit	
Thrown Weapons	Dex	Attacking with thrown weapons Opposed DC versus target's Defence <ul style="list-style-type: none"> To hit in combat; excess points above weapon Spd indicates chained attack 	
Atl		May use atl	Atl
Boomerang		May use boomerang; alternative hits ignore Shield and Weapon Defence	Boomerang
Charging Shot		May use thrown weapon when charging into combat; always strike first even before 'Stand and shoot', no chance at chaining, considered unarmed in subsequent combat unless possesses off-hand weapon or quickdraw	
Pilum		May use pilum; shield must be discarded on a successful defence	Pilum
Shuriken		May use shuriken	Shuriken
Climb	Con	Scaling vertical walls or heights DC6 <ul style="list-style-type: none"> Climb up or down vertical walls at basic speed; -3 if no visible way of climbing, -3 if climb takes more than 1 turn 	Rope
Cat's paws		No penalty to Defence while climbing	Cat's paws
Anchoring		May fight normally while climbing with rope and carabineer	Rope, carabineer
Abseil		May climb down from height without counting height covered in distance moved using rope	Rope
Rope		May use rope; negate penalties to Climb treacherous surfaces	Rope, up to level of Skill
Mountaineering		May use pitons; negate penalties to Climb more than full move	Pitons, up to level of Skill
Intimidate	Con	Convincing others through force of will and threats Opposed roll against target's Will <ul style="list-style-type: none"> Convince target of taking a specific action; -3 if action is against target's convictions, -3 if action is strongly antithetical to target's beliefs 	
Gang Leader		Opponent must make opposed roll for 'all alone' checks	
Fearsome charge		Make an intimidate check vs enemy's Will to add +1 to hit and wound when charging	
Indomitable		Opponent must make a successful Will versus Intimidate to charge character if character is involved in a melee where he is winning melee advantage	
Torture		May add 3 to Intimidate roll using torture devices	Torture devices
Stamina	Con	Resisting debilitating effects, fatigue, poisons or disease	

		DC6 <ul style="list-style-type: none"> Check against fatigue from forced march or long-term deprivation, DC+1 per cumulative day Check against fatigue from swimming, DC+1 per cumulative hour Check against heat exhaustion, DC+1 per cumulative turn DC9 <ul style="list-style-type: none"> Recover body levels, each 3 points above DC recover 1 more body level Resist most diseases and poisons, each 3 points above DC reduce poison or disease effect by 1 body level 	
Antidote		Negate negative penalties when checking against poisons	Antidote; up to level of Skill
Cure		Negate negative penalties when checking against disease or debilitation	Cure; up to level of Skill
Salve		Negate negative penalties when checking against wound recovery	Salve; up to level of Skill
Stim		Negate negative penalties when checking against fatigue	Stim; up to level of Skill
Survival	Con	Woodcraft, tracking, hunting DC6 <ul style="list-style-type: none"> Avoid being lost in unfamiliar or unguided terrain DC9 <ul style="list-style-type: none"> Hunt for food, -1 to 3 depending on availability of game in area Track an unaware enemy, DC+3 per day's difference in freshness of tracks Know habits of natural plants and animals Opposed DC versus target's Survival <ul style="list-style-type: none"> Track an enemy deliberately hiding his tracks, -3 per day's difference in freshness of tracks 	
Direction Sense		May know direction through the use of maps, compass and the lay of the land	Compass, map
Terrain (specify one)		Negate negative modifiers when checking in specific terrain	Up to level of Skill
Set Traps		May use traps [Setup Play]	Trap
Weather		May understand weather patterns and predict likely conditions [Setup Plays]	
Swim	Con	Surviving and moving in bodies of water DC6 <ul style="list-style-type: none"> Swim, DC+3 if water is rapid, DC+3 if water is extremely cold; each point above DC translates to 1" movement per turn, factoring in speed of tide or current 	
Boating		May use small crafts	Boat
Cold Swimming		Negate negative modifiers when swimming in cold water	Up to level of Skill
Encumbered Swimming		Negate negative modifiers when swimming while encumbered	Up to level of Skill
Seaman		May use ships	Ship
Navigation		May know direction through use of maps, compass and the stars	Compass, map
Appraise	Int	Assessing the value and condition of items, or level of craftsmanship and skill DC6 <ul style="list-style-type: none"> Identify quality of simple or common items; add Disguise(Forgery) skill if deliberately disguised/forged to DC DC9 <ul style="list-style-type: none"> Identify quality of uncommon items (outside culture) ; add Disguise(Forgery) skill if deliberately disguised/forged to DC DC12 <ul style="list-style-type: none"> Identify quality of rare items (only few items exist or unique items) ; add Disguise(Forgery) skill if deliberately 	

		disguised/forged to DC	
Alchemy		May appraise alchemical potions and cures	
Architecture		May detect secret doors, passages or traps	Engineer's toolkit
Detect Forgery		Negate negative modifiers when checking documents or art pieces for forgery	Up to level of Skill
Enemy		May appraise obvious enemy weapon gear on a DC6 roll, or small and hidden items on a DC9	
Jewels and coins		May detect false jewels or coins	Jeweller's toolkit
Craft	Int	Working with metal, wood, bone, leather DC6 <ul style="list-style-type: none"> Create simple items; DC+3 if insufficient or substitute materials needed DC9 <ul style="list-style-type: none"> Create more complicated items such as weapons or complex works of art; DC+3 if insufficient or substitute materials needed DC12 <ul style="list-style-type: none"> Create difficult items such as armour and keys; DC+3 if insufficient or substitute materials needed DC15 <ul style="list-style-type: none"> Create unique items such as masterwork weapons or machines; DC+3 if insufficient or substitute materials needed 	
Alchemy		May create alchemical potions and cures	
Bone and Leather		May work with bone and leather to create weapons, armour and art	
Mechanik		May make highly complex machines such as steamjacks and flying machines	
Metal		May work with metal to create weapons, armour, locks and keys	
Poisons		May create poisons	
Scrounge		Negate negative modifiers when working with limited materials	Up to level of Skill
Stone		May work with stone	
Wood		May work with wood to create weapons and art	
Knowledge	Int	Understanding history, religion, heraldry, magic, architecture, warfare, underworld, alchemy, legends DC6 <ul style="list-style-type: none"> Common knowledge DC9 <ul style="list-style-type: none"> More limited knowledge, known only to certain classes or groups DC12 <ul style="list-style-type: none"> Limited or secret knowledge, only known to a few people 	
History		May know esoteric historical facts and legends	
Religion		May know prayers and avars	
Nobility		May know details about heraldry and noble lineages	
Magic		May know spells and arcane symbols	
Warfare		May understand tactics and battle formations	
Underworld		May know gang signs and codes	
Poisons and Alchemy		May know poison and alchemical effects	
Beastlore		May know habits and weaknesses of monstrous creatures	
Profession	Int	Ability to work in a specialized profession DC6 <ul style="list-style-type: none"> Work in simple tasks, i.e. stevedore, dockhand, ship crew DC9 <ul style="list-style-type: none"> Recruit a warrior of higher level than hero; DC+3 per level above the next Work in more specialized jobs, i.e. alchemist apprentice DC12 <ul style="list-style-type: none"> Work in highly specialized or independent jobs, i.e. 	

		burglar, shopkeeper	
Academic		May find work as a knucklebones, mage or alchemist	
Entertainer		May find work as an entertainer	
Ganger		May find work as a ganger	
Mercenary		May find work as a mercenary	
Merchant		May find work as a merchant, guilder or a peddler	
Priest		May find work as a priest	
Sailor		May find work as a sailor or pirate	
Smith		May find work as a smith	
Use Device	Int	Use complex items such as magical or mechanical artifacts DC6 <ul style="list-style-type: none"> Use simple to operate items, i.e. rings, potions, magic armour, shields, DC+3 if no command word or instructions DC9 <ul style="list-style-type: none"> Use more difficult items, i.e. rods, staffs, wands, magic weapons, DC+3 if no command word or instructions DC12 <ul style="list-style-type: none"> Use unique or complex items, i.e. steamjacks, siege equipment, or unique artifacts, DC+3 if no command word or instructions 	
Caltrips		Enemies must make an Athletics check (DC 9) to charge character when fleeing	Caltrip
Flying machines		May operate flying machines	
Siege Equipment		May use siege equipment and artillery	
Smoke bomb		Enemies must make a Spot check (DC 9) to charge character when fleeing	Smoke Bomb
Staff and rods		May use staff and rods	
Steamjacks		May use Steamjacks	
Handle Animal	Wis	Handle tame or wild animals, including husbandry and riding DC6 <ul style="list-style-type: none"> Train easily domesticated animals, i.e. dogs and riding horses, DC+3 if no appropriate environment or equipment DC 9 <ul style="list-style-type: none"> Train difficult animals, i.e. warhorses, falcons, DC+3 if no appropriate environment or equipment DC12 <ul style="list-style-type: none"> Train magical beasts, i.e. griffons, DC+3 if no appropriate environment or equipment Pacify wild animals 	
Falconry		Use skill when hunting, negate negative modifiers due to difficult terrain, may hunt over water	Falcon, up to level of Skill
Hound		Use skill when tracking; negate negative modifiers due to difficult terrain	Hound, up to level of Skill
Mount as shield		-1 to hit character with missile weapon; hits mount instead	Mount
Mounted Archer		Does not suffer movement penalty when moving and firing from a mount	Mount
Riding (Specific Animal)		May fight and shoot normally on mount	Mount
Wild animals		Negate negative modifier due to wild animal	Up to level of skill
Hide	Wis	Concealing oneself, setting ambushes, moving silently Opposed DC versus enemy's Spot <ul style="list-style-type: none"> Conceal behind or in terrain 	
Ambush		May set up ambushes [Setup Play]	
Terrain (Specify one)		May infiltrate in specific terrain [Setup Play]	Up to level of skill
Sense Motive	Wis	Understanding hidden motives of others DC6 <ul style="list-style-type: none"> Easily understood or obvious social cues, DC+3 if different culture, DC+3 if different social class/organisation 	

		DC9 <ul style="list-style-type: none"> Subtle cultural nuances or cues, DC+3 if different culture, DC+3 if different social class/organization Opposed against target's Bluff <ul style="list-style-type: none"> Detect disguised intentions, DC+3 if different culture, DC+3 if different social class/organisation 	
Nobility		Negate non-familiarity penalties	Up to level of skill
Guilds		Negate non-familiarity penalties	Up to level of skill
Underworld		Negate non-familiarity penalties	Up to level of skill
Priesthood		Negate non-familiarity penalties	Up to level of skill
Spot	Wis	Sensory awareness including sight, smell and hearing DC6 <ul style="list-style-type: none"> Spot concealed enemy or items, DC+1 per 10" distance and DC+1 per size smaller than spotter Opposed against target's Hide <ul style="list-style-type: none"> Spot hiding enemy, -1 per 10" distance and -1 per size smaller than spotter 	
Field glass		Negate penalties for distance	Field glass; Up to level of skill
Night		Negate penalties due to night	Up to level of skill
Weather		Negate penalties due to inclement weather	Up to level of skill
Will	Wis	Ability to resist intimidation and overcome fear DC6 <ul style="list-style-type: none"> 'All alone' checks Rout Tests, DC+1 for each enemy character closer to the character than the nearest friendly character Opposed versus enemy's Intimidate <ul style="list-style-type: none"> -1 per Size that enemy is bigger than character 	
Fear		Negate penalties when rolling against fear and intimidation, including Fear Tests	Up to level of skill
Lone Ranger		Does not need to roll when 'all alone'	
Sedative		Negate penalties when making Rout or Rally tests	Sedative; up to level of skill
Bluff	Cha	Fast-talking, disguise, forgery Opposed versus target's Sense Motive <ul style="list-style-type: none"> Convince target of false intentions, -3 if target is suspicious 	
Disguise		May change appearance and adopt an alias	Disguise kit
Forgery		May forge documents and artwork	Forgery kit
Feint		Make a successful Bluff check in melee to treat opponent as flat-footed, -2 to attack	
Weasel		May make opposed Bluff versus Sense Motive to avoid coup de grace; character is still removed from board but may be treated as stunned only	
Diplomacy	Cha	Negotiating and convincing others Opposed versus target's Diplomacy <ul style="list-style-type: none"> Work out a compromise agreeable to the character, -3 if outside culture, -3 if outside organization/class, -3 if target is inherently unfriendly or hostile 	
Nobility		Negate non-familiarity penalties	Up to level of skill
Guilds		Negate non-familiarity penalties	Up to level of skill
Underworld		Negate non-familiarity penalties	Up to level of skill
Priesthood		Negate non-familiarity penalties	Up to level of skill
Taunt		May make opposed Diplomacy check versus Sense Motive to taunt warriors(not heroes) in charge range into charging him instead of alternative targets	
Gather Information	Cha	Discover information about items or people DC6 <ul style="list-style-type: none"> Find out commonly known information, DC+3 if outside culture, DC+3 if outside organization/class DC9 <ul style="list-style-type: none"> Find out restricted or uncommon information, DC+3 if 	

		outside culture, DC+3 if outside organization/class DC12 <ul style="list-style-type: none"> Find out unique or rare information, DC+3 if outside culture, DC+3 if outside organization/class 	
Enemy		May discover enemy career on DC6 roll or any exceptional skill levels, traits or flaws on DC9 roll	
Nobility		Negate non-familiarity penalties	Up to level of skill
Guilds		Negate non-familiarity penalties	Up to level of skill
Underworld		Negate non-familiarity penalties	Up to level of skill
Priesthood		Negate non-familiarity penalties	Up to level of skill
Leadership	Cha	Leading and inspiring others DC6 <ul style="list-style-type: none"> Convince others to do something simple, including 'There He Goes' and 'To Me' rules, DC+3 if outside organization/class Replace Will when making All Alone, Rout, Rally or Fear tests <ul style="list-style-type: none"> Lead others against fear or intimidation, -3 if outside organization/class 	
Nobility		Negate non-familiarity penalties	Up to level of skill
Guilds		Negate non-familiarity penalties	Up to level of skill
Underworld		Negate non-familiarity penalties	Up to level of skill
Priesthood		Negate non-familiarity penalties	Up to level of skill
Perform	Cha	Play a musical instrument, oratory, dance, art DC6 <ul style="list-style-type: none"> Put up a simple performance, DC+3 if outside culture, DC+3 if outside organization/class. Each 3 points above DC allow +1 bonus to subsequent social Skill as appropriate 	
Demagogue		May reduce, increase or create a Personality Trait bonus to social situations in an area through a DC9 check. Each 3 points above DC additional +/-1 and lasts for a week	
Musical Instrument (specific)		May play a musical instrument	Musical Instrument



EQUIPMENT

<i>Weapons and Armour</i>								
Missile Weapons								
	Culture	W	D	T	S	H	R	Special
<i>Bows</i>								
Shortbow	All	1	+3	P	4	2	16"	
Composite shortbow		1	+3	P	5	2	24"	
Daikyu	Jomon							
Longbow*	Lyonian Tara	1	+4	P	6	2	30"	May not fire from horseback
Composite Longbow*	Temair Xiongnu	1	+4	P	6	2	36"	
<i>Crossbows</i>								
Hand crossbow	Zakarim	1	+3	P	5	1	10"	
Light crossbow	All	1	+4	P	x	1	24"	May fire prone
Hvy crossbow	Zakarim	1	+5	P	x	2	30"	May not move and fire; may fire prone
Repeating crossbow	Ha-Faer	1	+4	P	2/x	1	24"	May not move and fire, may fire prone, may chain a max of 3 shots
Chu-ko-nu	Jomon							
Blowgun	Fremen		+2	P	4	1	10"	May be used to deliver alchemical potions, may be used as a staff
Metsubishi	Jomon							
<i>Thrown Weapons</i>								
Sling	All		+3	B	3	1	16"	
Staff-sling	All		+3	B	4	2	24"	
Throwing knife	All		+2	P	3	1	6"	Throwing weapon, no moving penalty
Dart								
Shuriken	Jomon							
Spear	All		+3	P	5	1	10"	Throwing weapon, no moving penalty
Handaxe								
Chakram	Xiongnu			S				
Hammer	Katoikan		+3	B	5	1	10"	
Harpoon*	Sea People Rus		+3	P	5	1	10"	Trip
Pilum*	Reman		+3	P	5	1	10"	Throwing weapon, no moving penalty, must discard shield if successfully defended
Javelin	Vos		+3	P	6	1	15"	Throwing weapon, no range or moving penalty
Atl-thrown spear*	Zakarim							
Boomerang*	Musir		+3	S	4	1	10"	Throwing weapon, no moving penalty, alternate strike in chained attack ignores shield
Pistol*	Zakarim Imladrian Suriyan		+3	P	x	1	16"	Half armour Soak, double Botch dice, may use once as off-hand weapon in melee
Musket*	Zakarim Fremen Imladrian Suriyan Jomon		+4	P	x	2	30"	May not move and fire; double Botch dice; half armour Soak
Blunderbuss	Suriyan		+3	P	x	2	10"	Hits all characters in a base 3" triangle, double Botch dice
Longrifle*	Imladrian		+5	P	x	2	36"	Half armour Soak, double Botch dice
Thunderer	Reman							
Melee Weapons								
	Culture	W	D	T	S	H	S	Special
<i>Small Weapons</i>								
Unarmed			2	B	3	1	S	-1 to hit and wound; treated as prone when defending
Claws*			2	S	3	1	S	Close weapon, May use with wrestling specialization
Katar*	Fremen			P				
Panzerfists*				B				

Tonfa*				P				
Tail Spike*	Musir			P				Extra 'hand'
Fukimi Bari*	Jomon			P				Extra 'hand', one shot
Dagger			2	P	3	1	S	
Knife			2	S	3	1	S	
Kukri	Suriyan							
Butterfly Sword					4			Sunder
Main gauche*			2	S	4	1	S	+1 to Defence
Jitte*			2	P	3	1	S	Disarm
Sai*			2	P	3	1	S	Sunder
<i>Hand Weapons</i>								
Shortsword			3	S	4	1	M	
Falchion								
Wakizashi								
Gladius			3	P	4	1	M	
Ninja-to								
Mace			3	B	5	1	M	
Hammer								
Club								
Jo-stick								
Scimitar			3	S	4	1	M	
Rapier*				P				+1 Defence
Pick			3	P	5	1	M	
Axe				S				Shield Breaker
Long sword			4	S	5	1	M	
Sabre*					5			Str +1 to hit and wound from horseback
Broad sword					6			Sunder
Chain*	Zakarim		2	B	6	1	M	
Flail*	Zakarim							Trip, No Defence from shield and weapon
Kau Sin Ke								
Nunchaku*	Jomon							
Bastard Sword*			4	S	5	1	M	
Katana*								May be used 2-handed; use Hand Weapon skill
<i>Two-handed Weapons</i>								
Staff			3	B	4	2	M	
Bo-stick								Double Weapon
Staff-sling								
Greatsword			4	S	6	2	M	
Nagamaki								Shield Break
Greataxe								Trip
Scythe								
Maul				B				
Two-bladed sword			3	S	6	2	M	
Lajatang*								Double weapon
Double axe								Unhorse
Dire Flail*				B				Shield Break
Three Section Staff*								Trip, No Defence from shield and weapon
Seng Kauw*	Xiongnu			P				No Defence from shield and weapon
Kusari-gama*	Fremen		2	S/B	6	2	M	+1 Defence
Chijiriki*				P/B				Double Weapon, Trip, No Defence from shield and weapon if chain used
Morning star*			3	B	7	2	M	
								Str +1 to hit and wound in first round of combat; no Defence from shield and weapon
<i>Polearms</i>								
Spear			3	P	5	1	L	
Whip*			3	B	7	1	L	May support in combat
Halberd			4	S	7	2	L	
Glaive								Trip, No Defence from shield and weapon
Naginata								
Nagamaki*								Trip
								May be used on horse
Ranseur	Lyonian		3	S	7	2	L	
Sodegarami	Xiongnu							Unhorse
Lasso*			2	B	7	2	L	
								Trip, No Defence from shield and weapon

Lance*			3	P	x	1	L	Used on horseback only, may use horse Str to hit and wound
Pike*			3	P	x	2	X	May support in combat

Armour

	Type	Soak	Hauberk	Half	Full	Special
Furs/Quilt	P	1	0	0	-1	May be layered with any other armour
Leather	P	2	0	-1	-2	
Studded Leather	P/R	3	0	-1	-3	
Scale mail	R	4	0	-2	-4	May be layered with leather
Ring mail	P/F	5	0	-2	-5	
Chain mail	F	6	-1	-3	-6	May be layered with leather
Brigandine	R/P	7	-1	-3	-7	Can be layered with chain, ring mail
Plate mail	R	8	-2	-4	-8	Can be layered with chain, ring mail

Weapon and Armour Types

Weapon damage can be blunt, piercing or slashing. Depending on the armour type (padded, flexible or rigid), the armour Soak value may be halved or x1.5.

	Padded	Flexible	Rigid
Slashing	X0.5	X1	X1.5
Piercing	X1	X1.5	X0.5
Blunt	X1.5	X0.5	X1

For armours that have 2 types, i.e. studded leather, ring mail or brigandine, the Soak modifier is the average of the two Armour types.

	Padded/Rigid	Padded/Flexible	Rigid/Padded
Slashing	X1	X.75	X1
Piercing	X.75	X1.25	X0.75
Blunt	X1.25	X1	X1.25

Non-specialisation penalties

Armour penalties are applied to all physical Skills if a character does not have the appropriate specialization. Characters who possess the appropriate specialization continue to apply half the armour penalty (round down) to the following Skills – Athletics, Climb and Swim.

Layering armour

Certain forms of armour may be layered with other types of armour to achieve better protection against different types of attacks. In such a case, armour penalties are cumulative, but the best Soak is used against the appropriate weapon type. It is also possible for layering to be done with armour with different levels of protection, e.g. plate mail hauberk with full chainmail. In such a case, enemies may make a called shot to hit parts of the body that are less protected; e.g. taking a -2 to hit penalty to hit the chain (Soak 6).

Shields

	Def	No	Pen	Special
Buckler*	+1	1	0	Considered unarmed in off-hand
Tessen				
Dastana				
Medium/Round	+2	2	-1	
Large/Kite	+3	3	-1	
Tower*	+4	Any	-2	Considered to provide cover (-1) against missile weapons

Encumbrance penalties

Encumbrance penalties are applied to characters with shields in the following Skills – Athletics, Climb, and Swim.

Shield bonuses against multiple enemies

Shields may only be used against a certain number of enemies in melee combat but may be used freely when defending against missile attacks.

SKIRMISH SETUP

Skirmish Flowchart				
1. Party Composition	2. Purchase Setup Plays	3. Determine Opposing Force	4. Determine Victory Conditions	5. Skirmish and Post-Skirmish

Party Composition

Choosing Heroes

The demands of the story usually determine the heroes which may be used for particular skirmishes. Players may have a say in this through the use of Story Points.

Party Leader and In-Camera Heroes

The hero with the highest Leadership skill is usually considered the party leader, unless otherwise dictated by the Storyguide.

Each player also picks a hero which will be 'In Camera' for the scenario. Effectively this hero, which may or may not be the party leader, is considered the main character(s) for the skirmish; most of the time, the players will automatically lose the skirmish as long as one or more of their main character(s) are incapacitated.

Choosing Warriors (Henchmen)

Every hero possesses a number of Influence Points based on their Social Status, to be distributed among different social organizations, including family, clans and guilds. Each hero may choose warriors from the organization with XP equivalent to their Influence Points x50 in the particular organization. Except in rare cases, each hero may usually only pick warriors from a single organization for each skirmish.

Heroes may only pick henchmen from an organization equivalent to or below their own careers. Count based on the least number of careers from a starting career to determine effective 'level'. Exceptions may be made if the character succeeds in a Profession roll (DC6), +3 for each effective level above the next, to choose warriors who are higher level than the hero.

Warriors must also be picked in minimum sets equivalent to the following formula – 2x for warriors of equivalent or higher level, 3x for warriors 1-2 levels below the hero, and 5x for warriors 5 levels or more below the hero. Again, exceptions to this rule may be made if the character succeeds on a Profession roll (DC 6).

It is possible for a party to be made up entirely of heroes.

Purchasing Equipment and Hirelings

Wealth determines the sort of equipment that heroes may be equipped with, or equipment that they can provide to their followers.

Wealth	Additional Gear
0	No additional gear
1	1 additional or alternative piece of mundane gear from within culture
2	1 item from outside culture
3	1 masterwork weapon or equipment or 1 shot potion
4	1 magical weapon or item, or regular supply of one-shot potion
5	1 artifact

Heroes may replace the gear they are eligible for, for 3 items of wealth rank 1 rank below.

Heroes may acquire additional gear for themselves, or for the warriors they 'recruit', in which case the gear effectively costs 1 Wealth rank higher.

When acquiring gear for followers, the player may wish not to have to define the additional or alternative gear at the start of the game; in this case the gear is assumed to cost 2 ranks higher. Instead, the additional gear can be declared anytime in game thereafter which the character is assumed to have the weapon.

Players must also pay XP equivalent to 10x wealth rank in fielding costs, for each hero or warrior thus equipped. They may choose to treat their wealth rank as lower than their actual level.

Warriors cannot be given equipment which they have no skill or specialization in (for specialized equipment).

Alternately, wealth may be used to recruit hirelings, i.e. increasing the XP total of the warriors a hero can recruit. Each point of Wealth translates to an additional 50XP worth of warriors, which can be added to the warriors recruited through Influence. The Storyguide may allow the hero to hire from organizations in which he has no influence, while certain exclusive organizations may not hire out warriors.

Non-combatants and handicapped heroes or warriors

It is sometimes possible for certain heroes or warriors to be included in a game without them being considered viable combatants (i.e. prisoners, plot devices etc). The points for these heroes are not added to the party strength.

It is also possible for heroes or warriors to start by being non-combatants, with the possibility of becoming combatants within the skirmish, or to start handicapped in some manner (i.e. unarmed, stunned etc). Calculate their costs based on the average turn by which the handicap is lost, i.e. 1-3 turns 75% of cost, 4-6 turns 50% of cost, 7+ turns 25% of cost. Alternately, the cost of a warrior may also be discounted if he is not allowed to use his full complement of equipment, skills or Might/feats. (-25% cost for each area).

The Storyguide may also dictate that certain heroes are compulsory for certain scenarios. These heroes cost only 75% of their actual costs to field.



Setup Plays

The total XP of all heroes and warriors picked by the players is the basic party strength. Players have the option of adding to their party strength by buying certain setup plays which reflect battlefield advantages which the party possesses either through preparation, research or chance. Setup Plays allow players to change the battlefield, deployment, starting conditions, reinforcement or even victory conditions.

Each Setup Play requires an investment of XP in terms of increasing party strength, and their success is often determined through specialized Skill use, which 1 or more of the heroes must possess. Each Setup Play must thus be 'bought' by a hero, who uses his or her Skill rating to determine the success of the Setup Play. Every hero may only purchase 1 Setup Play per skirmish.

	XP	Skill	DC	Effect
Battlefield				
Home Advantage	5%	Survival (Terrain)	Survival	May deploy or move 25% of terrain pieces after all terrain pieces have been deployed. Every 3 points above DC, may move a further terrain piece.
Favoured Ground	10%	Survival (Weather) or Profession (Appropriate)	6	May dictate a certain Skill check penalty or bonus (up to +1) for 25% of the table and a specific Skill check (DC 6, make once only for whole skirmish) to avoid the penalty or benefit from the bonus; each 3 points above DC may increase area by 25% or increase penalty or bonus by +1. Penalties and bonuses are applicable to all. For example this might reflect the unsteady deck of a ship (Athletics to avoid) or a fog (Spot to avoid)
Prepared Ground	10%	Survival (Set Traps)	Survival	May determine 3 natural terrain features which are trapped; may activate at any time when enemy is on or touching trapped terrain. Inflict Str damage equivalent to the difference between roll and DC.
Rigged Ground	10%	Appraise (Architecture) Use Device (Specific) or Craft (Wood/Stone)	Appraise or Defence	May determine 3 man-made terrain features which are trapped; may activate at any time when enemy is on or touching trapped terrain. Inflict Str damage equivalent to the difference between roll and DC. Skill use depends on condition or type of man-made features.
Deployment				
Ambush	10%	Hide (Ambush)	Spot	May deploy 25% of force hidden; a further 25% for every 3 points the roll exceeds the DC
Infiltration	10%	Hide (Terrain)	Spot	May deploy 25% of force anywhere up to half the battlefield, every 3 points over DC, may increase force % by 25% or deploy deeper up to $\frac{3}{4}$ of the battlefield. Infiltration force is deployed after all other deployment
Know Disposition	10%	Gather Information (Organisation)	Bluff	All heroes and warriors from particular organization in enemy force must be deployed first and must reveal all Setup Plays bought by heroes from the organisation
Know Enemy	10%	Knowledge (Organisation)	Bluff	May know full details of all heroes and warriors from a particular organization in enemy force and make changes to the party composition (without affecting party strength).
Outflank	10%	Survival (Direction Sense)	Leadership	25% of force may be deployed off the battlefield to enter from sides in turn 3 or opponent's side from turn 5. Every 3 points above DC allows a further 25% to be deployed or the number of turns to be reduced by 1. Sides deployed from are also considered friendly edges for the purpose of fleeing
Starting Conditions				
Surprise Raid	10%	Knowledge (Warfare)	Leadership	Gains a free move (including shooting and close combat etc) with 25% of the party to be resolved before the first turn. Every 3 points above DC may increase percentage of party by 25%

Reinforcement				
'Ghosts'	15%	Bluff (Disguise)	Sense Motive	May switch the hero with another hero's model when first engaged in melee. Any wounds or Might points remaining are also swapped.
Unbidden help	10%	Diplomacy (Organisation) or Perform (Demagogue)	Diplomacy	May deploy extra warriors up to the hero's full complement to turn the tide of a battle. Final XPs are awarded based on the new XP comparison
Victory Conditions				
Know Purpose	5%	Sense Motive (Organisation)	Bluff	May know any secret victory conditions for any enemy in the organisation
Sacrifice	5%	Will (only when appropriate to story)	Intimidate	Hero does not give opponent XP if he flees or is incapacitated. Does not automatically lose when character 'In Camera' is incapacitated either.
Secret Objective	5%	Leadership (Organisation)	Sense Motive	May decide another victory condition to be achieved by any hero or warrior within the organization. This needs to be decided before the start of the skirmish but does not need to be revealed to the enemy. Hero (only) gains 1 extra VP for a draw and 2 extra VP for a win.

DCs are usually determined using the highest skill in the opposing force, except for plays such as Prepared Ground, Rigged Ground (use the skill of the affected warrior), and 'Ghosts' (use the highest skill of the character in melee combat). Might points may be used as normal.

The Storyguide may occasionally dictate that certain Setup Plays are compulsory because of demands of the story. These cost only 75% of their normal cost.

Setup Plays do not need to be declared at the start of the skirmish (except when they have been dictated); they may be revealed when they take effect. For example, a 'prepared ground' play can be declared only when the player wishes to spring his first trap.

In cases where both sides choose the same Setup Play, and priority must be determined, the advantage belongs to the side with the higher roll (and if tied, the higher Skill). This happens most often for Setup Plays involving Deployment or Starting Conditions.

Determine Opposing Force

Total party strength, including any purchased Setup Plays, is used to determine the points available for the enemy force, depending on the difficulty of the skirmish:

	Percentage	Loss	Draw	Win
Easy	50	0	1	2
Average	70	1	2	3
Difficult	90	2	3	5
Impossible	120	3	5	8

The Storyguide may purchase Setup Plays etc as per the players.

Determine Victory Conditions

Both sides must decide their victory conditions before the start of the skirmish.

Two sides might have different victory conditions. In addition, it is possible for each side to have 2 victory conditions. In such cases, XP gained from achieving any of the victory conditions is halved.

The victory conditions only provide a guide and cannot cover all the possibilities in a skirmish.

	Description	Loss	Draw	Win
Assassinate	Take out an enemy hero. Designate an enemy hero to take out	Not wounded or winded	Hurt or stunned	Incapacitated
Attrition	Take as many of the enemy out of action as possible. Compare the XP of friendly heroes and warriors incapacitated and half XP of heroes and warriors who fled the skirmish, versus the XP of enemy heroes and warriors incapacitated and half XP of heroes and warriors who fled the skirmish	>125%	75-125%	<75%
Escape	Flee the field with as many warriors as possible. The enemy edge is considered friendly for the skirmish. Total the XP of the characters who exit from the enemy edge and compare it with the party strength	<35%	35-70%	>70%
Exterminate	Destroy all enemy. Compare XP of enemy incapacitated versus total party strength.	<50%	50-75%	>75%
Free Prisoner/Take item	Free a prisoner or steal an item in possession of an enemy hero. Designate an enemy hero in possession of the prisoner or item. Item is automatically taken as long as the hero is <i>stunned</i> , by any character in base contact with the hero. Alternately, this can be replaced by a difficult or opposed Skill check.	Not taken/freed	Denied enemy but not taken	Taken/freed
Hold out	Hold out against the enemy for a length of time. Measure the number of turns until the last character leaves the field.	<6 turns	7-9 turns	>10 turns
Take Ground	Be only side in possession of the field at the end of the skirmish. Designate 3 strategic positions (terrain features) which the side has to take by the end of the skirmish, which must include at least 2 in the opponent's side of the table. Possession is measured by the closest character that is not <i>stunned</i> , <i>prone</i> or <i>fleeing</i>	1 or less	2	All 3

The Skirmish

Setting up the Battlefield

Both players agree on a suitable number of terrain features for the battlefield, and they take turns to set up the features, with the 'defender' setting up the last piece of terrain. Each separate terrain piece should be set up such that there is at least a 2" gap between it and another terrain piece.

Deployment and Starting Turn

The players make opposed Leadership checks with their leaders to determine who deploys. Each player may only deploy on the 25% of the battlefield closest to their own edge, unless otherwise allowed by Setup Plays. The player who deploys first always starts first as well.

Refer to the section on **In-Skirmish**.

Post-Skirmish

Game Length

The game lasts until either player concedes and the other side agrees that it will allow remaining characters to flee off the table edge. Calculate the victory conditions and award the appropriate amount of XP to every hero on each side.

Long Term Wounds

Characters that have been *winded*, *hurt*, *stunned* or *incapacitated* have a chance of suffering more serious long-term injuries or dying.

Winded characters automatically recover in 10 min. Except in peculiar circumstances, characters never carry a *winded* injury into the next skirmish.

Hurt characters make a Stamina check versus DC6 every hour. If successful, *hurt* characters recover to *winded*, if not they remain *hurt*. Every 3 points which they succeed above the DC allows them to recover 1 further body level. If they botch their Stamina roll, they fall to *stunned*.

Stunned characters make a Stamina check versus DC6 every day. If successful, *stunned* characters recover to *hurt*, if not they remain *stunned*. Every 3 points which they succeed above the DC allows them to recover 1 further body level. If they botch their Stamina roll, they fall to *incapacitated*.

Incapacitated heroes and warriors are treated differently.

Incapacitated warriors make a Stamina check versus DC6 every week. If successful, *incapacitated* warriors recover to *stunned*, if not they are considered to have died from their wounds. Every 3 points which they succeed above the DC allows them to recover 1 further body level.

Incapacitated heroes make a Stamina check versus DC6 every week. If successful, *incapacitated* heroes recover to *stunned*, if not they are considered to have remain incapacitated. Every 3 points which they succeed above the DC allows them to recover 1 further body level. If they botch their Stamina roll, they are considered to have died.

For each week that a hero remains *incapacitated*, he has a chance to suffer from a long-term injury of some form. Roll a d10 and consult the following chart

1 – Character digs into his reserves. Make another immediate Stamina check treating character as *stunned*. For subsequent weeks, no further need to roll on this chart.

2 – Gain the flaw Crippled

3 – Gain the flaw Blind Fury

4 – Gain the flaw Impaired Senses

5- Gain the flaw Fear versus organization that injured you

6 – Gain the flaw Marked

7 – Premature aging. Lose a point in a random physical characteristic. As in aging, if any characteristic falls to -5, character is assumed to perish from old age.

8, 9 – No further effect

0 – Make 2 rolls on chart; if another 0 is rolled, character perishes from wounds

Warriors are allowed to use any unused Might points from the previous skirmish for any of these rolls.

IN-SKIRMISH

Turn Sequence

1. Recovery

2. Movement

3. Shooting

4. Close Combat

Recovery

Determine Victory

Either player may choose to request for a count off to determine if they have achieved their victory conditions at the start of any recovery phase.

Rout Tests and All Alone rolls

You should make your rolls to Rout tests and All Alone rolls at the start of your Recovery phase (see Psychology).

Rally

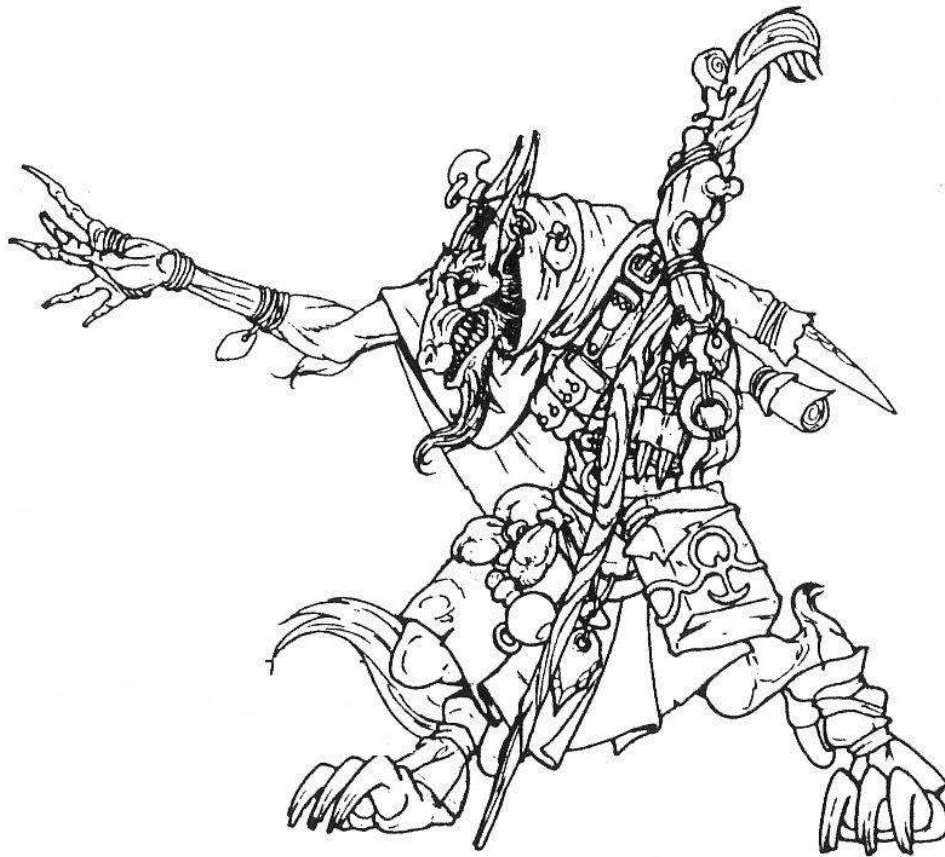
You may attempt to **rally** any character who has lost its nerve, except those who failed their Rout tests and All Alone rolls this turn.

Make a Will check (DC 9); apply -1 per enemy character not *knocked down*, *stunned* or *incapacitated* closer to warrior than closest friendly character. If failed, character continues to flee towards nearest table edge (move at double move). If successful may turn to face any direction and act normally this turn.

Warriors within 6" of heroes or any characters within 12" of party leader can use hero's Leadership skill to test instead, as long as the hero is not *stunned*, *prone* or *fleeing*.

Recovery

Characters who have been injured or been fatigued may attempt to **recover** with a Stamina check (DC 9). Each 3 points by which the check exceeds the DC allows a further recovery of 1 body level. *Stunned* characters who recover remain *knocked down* and must get up normally.



Movement

Warriors are moved in the following order:

1. Charges
2. Compulsory Moves
3. Remaining Moves

Movement Rates

Most human sized characters move 4" per turn in a hustle or 8" when running. Smaller characters usually move 3" per turn, while larger-sized characters can move at faster speeds.

Charges

Without measuring the distance, declare which enemy the character will charge. Charging characters can move at twice its normal movement, although the character may choose to sprint, as below, after a failed charge is declared.

Warriors must charge the closest enemy unless the enemy is engaged in combat already, *fleeing*, *knocked down*, or *stunned*, in which case he may choose the next available target. Warriors may also charge into any combat in which heroes are already engaged on a successful Leadership check (DC 6); this is called the '**To Me!**' rule. Heroes may choose to charge any enemy character.

If there is intervening terrain between target and charger, the charger must make a Spot check (DC 6) to charge the target or must charge the next available closest target. Apply -1 for each 10" of distance. Warriors may not need to do so if a hero is already engaged in combat with the target under the 'To Me!' rule. If there are none, the warrior may not charge this turn but may move and shoot normally (see **unaware** rules below). Hiding characters may oppose any Spot checks with Hide checks, but if failed, are considered to have lost their Hiding status.

Charging characters are moved in the straightest line possible towards the target. Other unengaged enemies within half move (usually 2") of the charge path may **intercept** the charging character. Characters may not intercept if they are *stunned*, *prone* or *fleeing*. In the subsequent combat, the original charger is still considered to be charging (strike first).

Running

A character may **run** if there are no enemy characters (including hiding or non-visible enemies) not *knocked down*, *stunned* or *out of action* within the enemy's charge range at the start of his turn. A running character automatically moves up to double its movement.

A running character may not shoot, cast spells or hide. However, if it decides to sprint, make an Athletics Test (DC 6) after moving its full run movement. If successful, the character may make a further half move (2"), or shoot, or cast spells. If failed, the character will fall prone immediately.

Breaking from Combat

Fleeing characters must move in a straight line towards the closest friendly table edge, at double move. Characters who *flee* or deliberately leave a combat by moving out of base-to-base contact will automatically suffer 1 attack from each enemy not *fleeing*, *knocked down* or *stunned*, resolved immediately.

Standing up and prone characters

Characters standing up from prone may not run or charge and may make only half moves (2"). Characters may also deliberately fall prone at the start of their moves, and may only move 2" by crawling. Prone characters (including those who have been *knocked down*) may fire certain missile weapons. All prone characters may not attack in close combat; they suffer a -2 to Defence when attacked and add 1 Botch dice.

Hiding

A character may hide at the end of his move behind a low wall or terrain that he can reasonably conceal himself in, if he does not charge, run or *flee* this turn. A character may not shoot, cast spells or move such that he can be seen by an enemy without removing the benefits of hiding. Similarly, if any enemy character moves in such a way that there is no intervening terrain between himself and the character, he is no longer considered hiding.

To be charged, a hiding character may oppose any Spot checks with his Hide skill; apply -1 for each 10" to the target.

A character who begins his turn hiding and shoots or charges into combat is considered to catch an enemy *flat-footed*. The enemy may only add Defence up to the maximum of his Spot skill and will roll 1 more Botch dice. In addition, no other character may intercept the charger, and the charger always strikes first, regardless of weapon size.

Terrain

Open Ground – move normally

Difficult Ground – half move

Very Difficult Ground - quarter move

Barriers and Obstacles – Characters must make a Athletics check (DC 6) to clear obstacles more than half height or gaps more than full height of model; add 3 to DC for each ½ height in a vertical jump or full height in a horizontal jump. Vertical leaps are limited to 1.5x the height of the model, while horizontal leaps are limited to 3x the character's height. If failed, character is considered fallen on the other side of the obstacle, if botched, the character fails to clear the obstacle. A character's movement for the turn counts the distance or height cleared.

Climbing

A warrior may climb his speed by making a Climb check (DC 6), but may not hide, run or charge while climbing. Add 3 to DC if there are no visible ways of climbing the wall and 3 if it takes more than a full Move to climb. If failed, model stops or falls from where it started climbing, if successful the character may continue his movement after clearing the wall.

Jumping Down

Make a Athletics check (DC 6) to jump down more than full height of character, add 3 to DC for each further full height, if failed, model is considered fallen. If successful the character may continue move normally, without counting the height jumped down from.

Knocked or Stunned

If a model is pushed back, *knocked down* or *stunned* within 1" of an edge, the model must make an Athletics roll (DC 6) to avoid falling off the edge.

Falling

A model takes +3 Str damage for every 1" it falls; treat as blunt damage.

Shooting

Eligible Targets

A warrior must shoot at the closest eligible target unless it is easier to hit a more distant target or the closer target is *fleeing*, *stunned* or *knocked down*. A warrior may always shoot at the closest Large target instead. When shooting from an elevated position (more than 2" off the ground), a warrior may freely pick any target unless another model is in the same building and at the same elevation.

A hero may freely pick his targets. In addition, warriors within 6" of a hero may shoot at the same target as the hero on a successful Leadership check (DC6), under the rule **'There He Goes!'**

To shoot at a target behind cover, a character must succeed at a Spot check (DC 6) or may not fire. To shoot at a hiding target, a character must succeed at an opposed Spot check or may not fire. Characters, including warriors, may always choose to shoot at an open target in order not to risk the chance of not being able to fire.

Cover

If intervening terrain or other models are in the way of the shot, there is a -1 to hit for each piece of terrain or model in the way. If the shot misses by 1, the intervening terrain is hit instead, counting the target closest to the enemy first.

Range

Different missile weapons have different ranges. Declare the shooting target first, if it exceeds the range, the shot automatically misses.

	Dmg	Type	Spd	Hnd	Rng	Special
Shortbow	+3	P	4	2	16"	
Bow	+3	P	5	2	24"	
Longbow	+4	P	6	2	30"	May not fire from horseback
Composite bow	+4	P	6	2	36"	
Hand crossbow	+3	P	5	1	10"	
Light crossbow	+4	P	x	1	24"	May fire prone
Hvy crossbow	+5	P	x	2	30"	May not move and fire; may fire prone
Repeating crossbow	+4	P	2/x	1	24"	May not move and fire, may fire prone, may chain maximum of 3 shots
Sling	+3	B	3	1	16"	
Staff-sling	+3	B	4	2	24"	
Throwing knife/shuriken	+2	P	3	1	6"	No moving penalty
Spear/handaxe	+3	P	5	1	10"	No moving penalty
Pilum*	+3	P	5	1	10"	No moving penalty, must discard shield if successfully defended
Atl-thrown spear*	+3	P	6	1	15"	No range or moving penalty
Boomerang*	+3	S	4	1	10"	No moving penalty, alternate strike ignores shield
Pistol*	+3	P	x	1	16"	Half armour Soak, +1 Botch dice, may use once as off-hand weapon in melee
Musket*	+4	P	x	2	30"	May not move and fire; +1 Botch dice; half armour Soak
Blunderbuss	+3	P	x	2	10"	Hits all characters in a base 3" triangle, +1 Botch dice
Longrifle*	+5	P	x	2	36"	Half armour Soak, +1 Botch dice

Hitting the Target

The character makes a Skill Test with the appropriate shooting or throwing skill versus the Defence of the target. The following modifiers apply

	Modifier
Target behind cover	-1 to -2
Target prone	Defence +1
Target <i>flat-footed</i> ; character hiding at start of turn	Add max of target's Spot skill to Defence, +1 Botch dice
Long range (more than half range of weapon)	-1
Character moves and shoots (other than turning)	-1
Firing at a charging enemy	-1
Overwatch (Feat)	-1
Called shot to bypass hauberk armour	-2, may not be made if there are

	other negative modifiers in effect
Called shot to bypass half armour	-4, may not be made if there are other negative modifiers in effect
Called shot to bypass full armour	-6, may not be made if there are other negative modifiers in effect
Target hidden	Opposed spot check or may not fire

Chaining shots

Weapon rolls that exceed the to-hit DC by more than the weapon Spd + any negative modifiers to hit are considered to have fired twice or more. Shots must be made at the same target, or may be 'walked' on to the next target within 3", as long as the target is an eligible target (i.e. next target must still be the closest enemy that is not *fleeing*, *stunned*, or *knocked down* if shooter is a warrior). The new target rolls his Defence as normal; the original attack roll, minus Spd of the weapon, is compared to see if the shot hits.

It is possible to deliberately shoot at a 'phantom' target in order to chain shots between targets more than 3" apart.

Roll to Wound

Roll a dice and add the weapon's dmg (+Str if weapon is thrown or customized bow) vs 6+target's Soak value+Con for each hit.

The target loses 1 body level on a successful roll to wound, and a further body level for each 5 points by which the Soak DC is beaten. For each body level, the character is progressively *winded*, *hurt*, *stunned* or *incapacitated*.

Weapon and Armour Types

Weapon damage can be blunt, piercing or slashing. Depending on the armour type (padded, flexible or rigid), the armour Soak value may be halved or x1.5 (round up).

	Padded	Flexible	Rigid
Slashing	X0.5	X1	X1.5
Piercing	X1	X1.5	X0.5
Blunt	X1.5	X0.5	X1

For armours that have 2 types, i.e. studded leather, ring mail or brigandine, the Soak modifier is the average of the two Armour types.

	Padded/Rigid	Padded/Flexible	Rigid/Padded
Slashing	X1	X.75	X1
Piercing	X.75	X1.25	X0.75
Blunt	X1.25	X1	X1.25

Injury Effects

Injury effects are applied immediately.

A character who is *winded* suffers a -1 to all Skill checks, including recovery checks. Large characters and monsters that possess more body levels may be *winded* several times without being hurt; the effects are not cumulative.

A character who has been *hurt* halves all his Skill checks (round down), including recovery checks.

A character who has been *stunned* is automatically considered to have been *knocked down*. He may not move, shoot or cast spells and is considered to have 0 in all skills when making Skill checks. Moreover, an otherwise unengaged enemy can choose to 'coup de grace' a *stunned* character in melee combat, automatically hitting and *incapacitating* him.

An *incapacitated* character is automatically removed from battle. In the event that the scenario requires the character to stay on the field, he may not make any Skill checks, including Recovery checks.

Close Combat

Who can Fight

All characters in base-to-base contact, including characters from the side that is not currently in turn, may fight during this phase, except characters who are *fleeing*, *stunned* or *knocked down*.

Who Strikes First

A character who charges always strikes first, unless the enemy is armed with a larger sized weapon, is not *fleeing*, *stunned* or *knocked down*, is not flat-footed, and is not already engaged in combat from the previous round. Characters armed with more than 1 weapon always consider the weapon with best priority.

Characters who are already engaged in combat strike based on who has the **melee advantage**. Melee advantage belongs to the side which had scored more serious injury effects from the previous melee phase. The most serious injury caused by any of the combatants in the previous melee phase is considered, even if the injury effect has since been recovered from, including combatants that have been *incapacitated*. In case of a draw, the melee advantage belongs to the side whose turn it is. All characters on the side with the melee advantage strike first, after any chargers.

Hitting the enemy

The character makes a Skill Test with the appropriate weapon skill versus the Defence of the target. The following modifiers apply

	Modifier
Attacking with 2 weapons	-2/-4 if secondary weapon is not small
Target is on lower elevation	+1 to hit and wound
Target is on higher elevation	+1 to Defence
Target unarmed, prone or climbing	-2 to Defence, +1 Botch dice
Target <i>flat-footed</i> ; character hiding at start of turn	Add maximum of target's Spot skill to Defence, +1 Defence Botch dice
Target flanked (on 2 sides, including trapped against a wall)	-1 to Defence, +1 Defence Botch dice
Target surrounded (on 3 sides, including trapped against a wall)	-2 to Defence, +2 Defence Botch dice
Target stunned	Target has 0 in Defence Skill
Called shot	-2, cannot be used if there are other negative modifiers in effect
Called shot to bypass half armour	-4, may not be made if there are other negative modifiers in effect
Called shot to bypass full armour	-6, cannot be used if there are other negative modifiers in effect

	Dmg	Type	Spd	Hnd	Size	Special
Unarmed	2	B	3	1	S	-1 to hit and wound
Dagger	2	P	3	1	S	
Knife	2	S	3	1	S	
Main gauche*	2	S	4	1	S	+1 to Defence
Sai*	2	P	3	1	S	May be used to sunder weapons
Shortsword	3	S	4	1	M	
Gladius	3	P	4	1	M	
Mace/hammer/club	3	B	5	1	M	
Pick	3	P	5	1	M	
Axe	3	S	5	1	M	
Scimitar	3	S	4	1	M	
Long sword	4	S	5	1	M	
Rapier*	3	P	4	1	M	+1 Defence
Sabre*	4	S	5	1	M	Str +1 to hit and wound from horseback
Flail*	4	B	6	1	M	No Defence from shield and weapon
Bastard Sword*	4	S	5	1	M	May be used 2-handed; use Hand Weapon skill
Staff/staff-sling	3	B	4	2	M	
Two-handed sword/axe	4	S	6	2	M	
Morning star*	3	B	7	2	M	Str +1 to hit and wound in first round of combat; no Defence from shields
Spear	3	P	5	1	L	May support in combat
Whip*	3	B	7	1	L	

Halberd	4	S	7	2	L	
Maul	4	B	7	2	L	
Lance*	3	P	x	1	L	Used on horseback only, may use horse Str to hit and wound
Pike*	3	P	x	2	X	May support in combat

Chaining Attacks

Weapon rolls that exceed the to-hit DC by more than the weapon Spd + any negative to-hit modifiers are considered to have hit twice or more. Each hit must be made against the same target or other targets in the melee. New targets make a Defence roll as normal; the original to-hit roll minus weapon Spd is compared to see if there is a hit.

For characters armed with 2 weapons, the first weapon attack is always the larger weapon, while the second weapon may always strike at Spd 1 for their first hit. Thereafter, characters may choose to strike with either weapon when chaining attacks. Remember to apply the penalty to hit to the Spd of either weapon.

Rolling to Wound

Roll d10 and add the weapon's dmg+Str (up to the maximum equivalent to the weapon's dmg) vs 6+target's Soak+Con for each hit, if successful, the target takes 1 body level of wounds for every 3 points the Dmg roll exceeds the Soak DC. Off-hand weapons do not apply Str dmg, while double handed weapons apply 1.5x Str dmg.

Supporting in Combat

Characters with spears or pikes may **support** in the first round of a combat. One character with a spear may support another in base contact, and a further character with a pike can support as well. Supporting characters always strike last in combat.

Aiding in Combat

Other characters in base contact with the enemy in a melee may **aid** another ally in combat, instead of attacking themselves, as long as they are not themselves engaged with another enemy. Add +1 to the ally's to hit, for each aiding character. Such characters are still considered to be involved in the combat for purposes of withdrawing, flanking or surrounding, and may follow-up in the case of a push-back.

It is possible to aid another in combat during their attack priority, even if the character is not yet due to attack this turn.

Injury Effects

Injury effects are applied immediately.

Push-backs

At the end of all combats, the side in a melee that lost the melee advantage is pushed back 1". All opposing characters on the winning side may choose to follow-up, by moving back into base-to-base contact, except supporting characters.

Prone characters are not pushed back.

For melees which are tied, characters from both sides must withdraw from each other by ½".

Friendly characters blocking the path of pushed back characters must give way by moving back or moving aside. In cases when characters will not or cannot give way (i.e. enemies, prone characters), or if the pushed back character is blocked by terrain, he must make an Athletics check versus DC9 or fall down.

Psychology

Rout Test

Once a side loses more than 25% of its characters, every character must make a Will check (DC 6) at the start of its turn. If the character fails, it must immediately *flee* towards the nearest friendly table edge by moving at twice its move. Apply -1 per enemy characters not *knocked down*, *stunned* or *incapacitated* closer to warrior than closest friendly character.

Warriors within 6" of heroes or within 12" of the party leader who are not *fleeing*, *knocked down* or *stunned* may use the hero's or leader's Leadership skill.

All Alone

Warriors who are outnumbered in melee combat must also make a Will check (DC 6) at the start of their turn. They do not have to test if there is a hero in the same melee combat, or may use a hero's or the party leader's Leadership skill if within 6 or 12" respectively, as long as the hero is not *fleeing*, *knocked down* or *stunned*.

Fleeing

If a fleeing character is charged by an enemy, he may make an opposed Athletics test to avoid combat. If successful, the charging character is moved up to its maximum charge distance in a straight line, while the fleeing character is moved a further number of inches equal to the difference +1. Fleeing characters will not attack in combat.

Heroes

Using Might

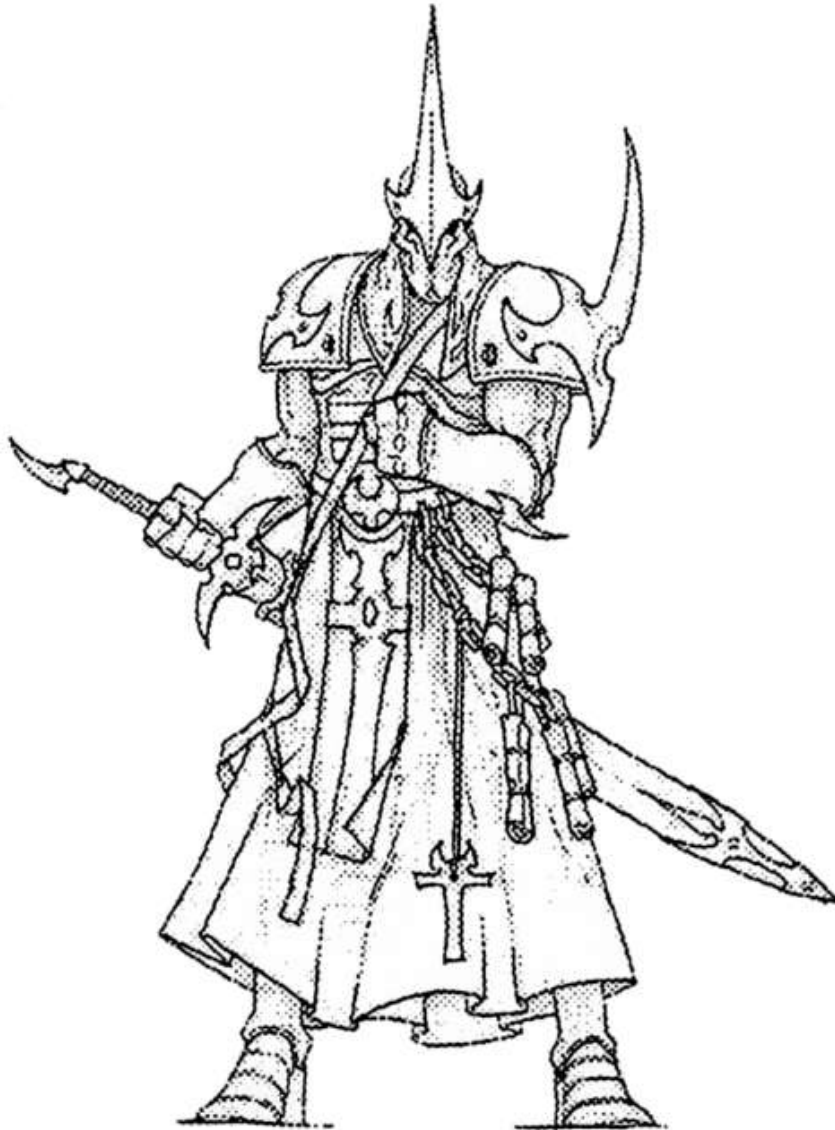
Heroes can use **Might** points to activate their feats, and the feats of warriors within 6" of them. 1 Might point can be used to activate any number of similar feats, as long as all the warriors (and the hero) possesses the same feat.

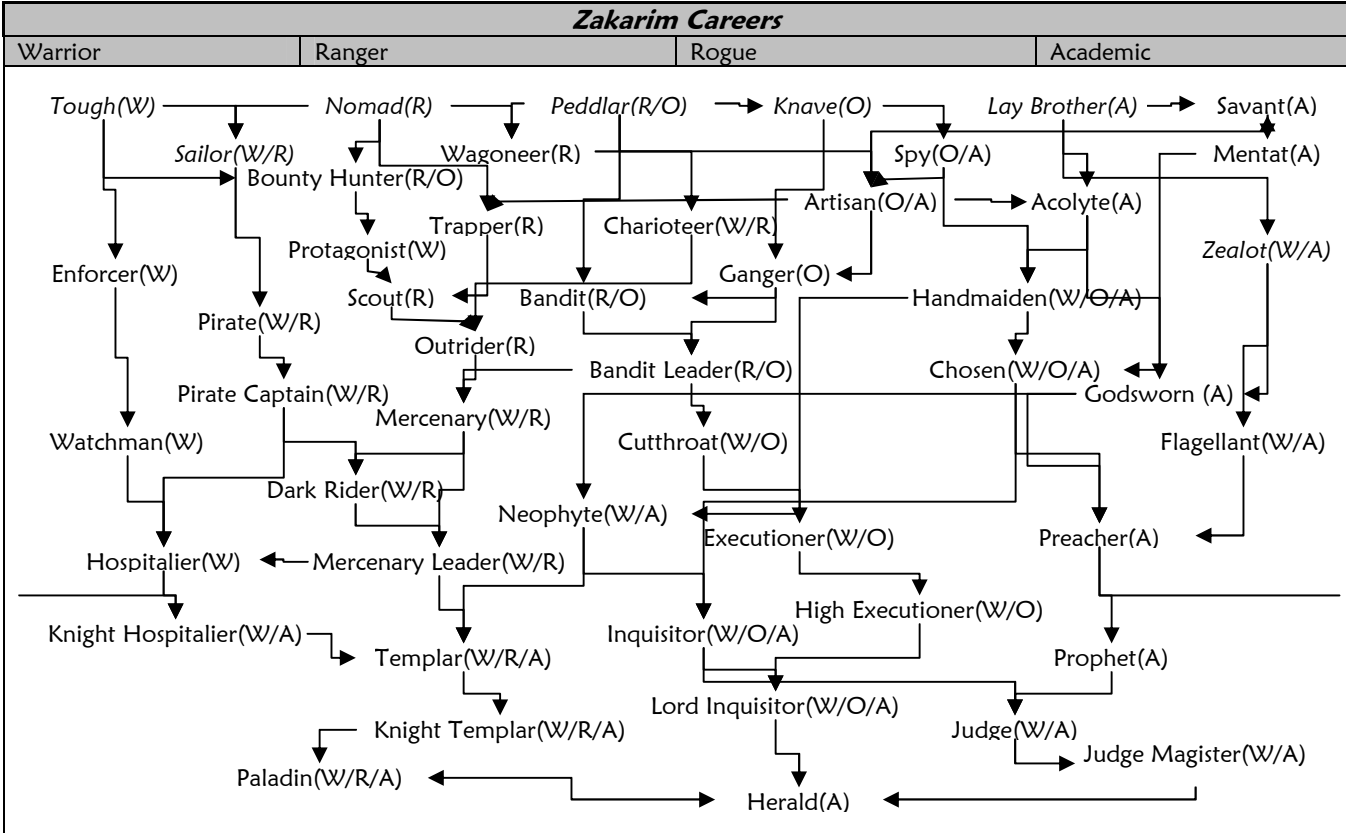
Alternately, Might points can be used to reroll a single roll. This includes critical or botch dice. More than a single Might point may be used for a roll.

Spellcasters may also use Might points to cast spells or prayers. Unlike feats, only 1 spell can be cast per character during the Shooting phase of the player's turn.

ZAKARIM

<i>Organisations</i>			
Major Tribes	Proverb	Based in	Minor Tribes
Benoni	'The wisdom of sons make a glad Father'	Sheol	Elior, Irit, Kreine, Oz, Reina
Naphtali	'The fearful shall live'	Yamara	Hadassah, Itamar, Lior, Manahem, Reut
Asher	'Praise for the fire that burns without wood'	Achaeron	Inbal, Malachi, Omer, Shachar, Sheraga
Issachar	'Be furious in your faith'	Gehenna	Evrans, Faigal, Melech, Nohal, Shamira
Zebulum	'The sacrifice of the wicked is an abomination'	Lost Tribe	Adival, Charna, Marni, Shir, Talya
Major Sietches	Catechism	Based in	Minor Sietches
Caladan	'The dogs of war'	Forbidding Bay	Aiga, Tarli
Ordos	'A line in the snow'	The Northern Wastes	Pawat, Telexia
Corrino	'We do not sleep'	Dragontail Mountains	Orran, Sudura



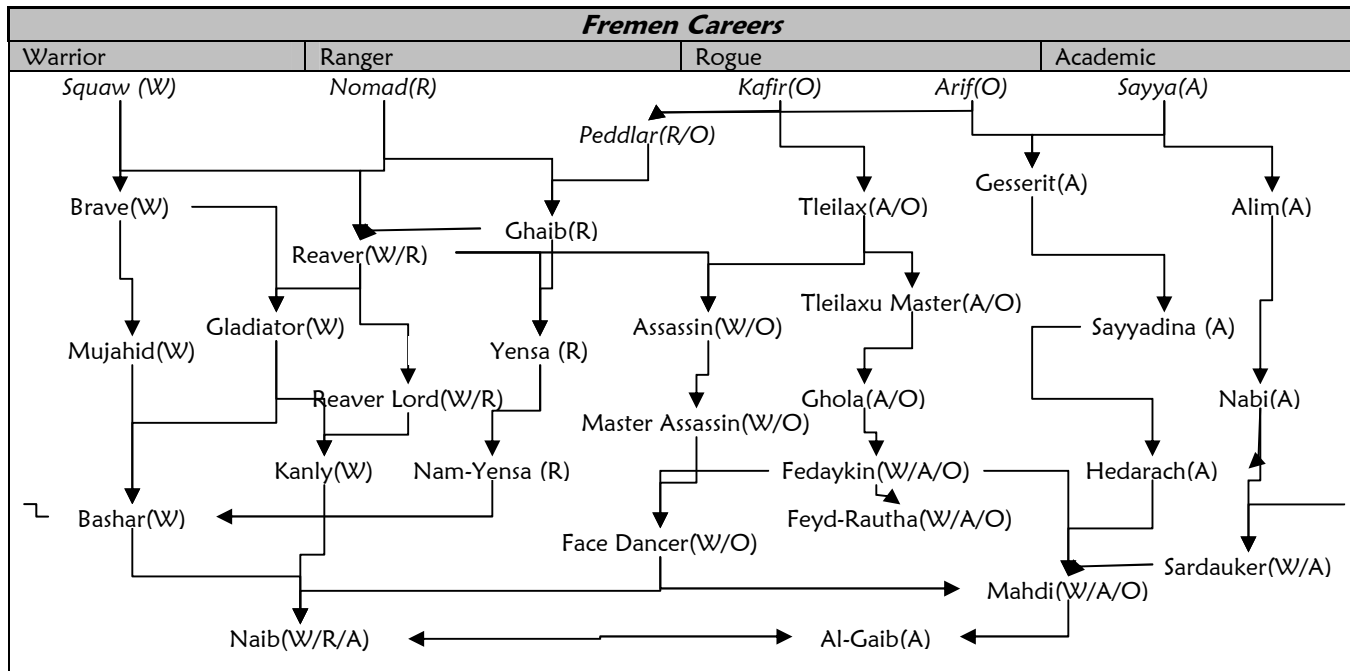


Career Details						
Career	Pre-reqs	Influence	Favoured Skills/ Specialisation	Feat	Gear	Career Exits
Acolyte(A)	Knowledge2	Ecclesiarchy	Hand Weapon (Knockdown) Profession (Priest)	Prayer (Avar)	Mace, holy symbol	Godsworn Handmaiden
Artisan (A/O)	(Knave) (Peddlar) Craft2	Guild	Craft (Any) Perform (Any)	Established	Appropriate Tools/Musical Instrument, Dagger	Acolyte Ganger Trapper
Bandit (R/O)	(Peddlar) (Ganger) Crossbow2	Undercity	Hide (Any Terrain) Crossbow (Aim)	Sniper	Shortsword, Scale hauberk, light crossbow	Bandit Leader Mercenary
Bandit Leader (R/O)	(Bandit) (Ganger) Intimidate3	Underworld Sietch	Hide (Ambush) Def (Half Armour)	Dastardly	Longsword, Half Ring, light crossbow	Cutthroat Mercenary
Bounty Hunter (W/R)	(Tough) (Nomad) GthrInform2	Guild City Guard Undercity	Gather Information (Underworld) HndW/pn (Strike to stun)	Quarry	Mace, medium shield, half studded leather, light crossbow	Protagonist Scout
Charioteer (W/R)	(Wagoneer) SocStatus2 HndAniml3	Any Zakarim	Handle Animal (Chariot) Polearm (Whip)	Pander to the Crowds	Whip, large shield, shortsword, ring hauberk	Outrider
Chosen (W/O/A)	(Hndmaiden) (Mentat) SocStatus3 Diplomacy3 Female only	Ecclesiarchy Nobility	Diplomacy (Nobility) Sense Motive (Any)	Dealer of Secrets	Spear, Dagger, medium shield, Full plate, Atl	Inquisitor Preacher
Cutthroat (W/O)	(BndtLdr) SmlW/pn4	Undercity	Small Weapon (Finesse) Bluff (Disguise)	Thousand Weapons	Chain hauberk	Executioner

Dark Rider (W/R)	(Mercenary) (Pirate Captain) HndAnimal4	MercCmpny Coster (non-Zakar)	Crossbow (Pistol) Handle Animal (Mnted Archer)	Steeds of Doom	Longsword, Pistol, Half chain, Light warhorse	Mercenary Leader
Enforcer (W)	(Tough) HndWpn2	City Guard Guild	Spot (Urban) Defence (Half Armour)	Brute	Long sword, half ring mail, medium shield	Watchman
Executioner (W/O)	(Cutthroat) SmlWpn5	Ecclesiarchy Nobility Undercity	Craft (Poison) Athletics (Dodge)	Light as a shadow	Daggers, fullplate	High Executioner
Flagellant(W/A)	(Zealot) Stamina2	Ecclesiarchy	2-handed Weapon (Morning Star) Intimidate (Fearsome Charge)	Fast Healer	Morning Star	Preacher
Ganger (O)	(Artisan) (Knave) SmlWpn2	Undercity	Survival (Urban) SmlWpn (2 Wpns)	Strength in Numbers	2 daggers, throwing knives, leather hauberk	Bandit Bandit Leader
Godsworn(A)	(Acolyte) (Mentat) (Zealot) Soc Status2 Knowledge3	Ecclesiarchy	Hand Weapon (Strike to Stun) Def (Half Armour)	Prayer (Apostle)	Mace, half ringmail, holy symbol	Neophyte Preacher
Handmaiden (W/O/A)	(Acolyte) (Spy) Soc Status2 ThrnWpn2 Female Only	Ecclesiarchy	Def (Full Armour) Thrown Wpn (Atl)	Divine Grace	Spear, large shield, Full chain, Atl	Chosen Neophyte
Herald (W/R/A)	(Prophet) (LrdInquisitr) (Paladin) (JdgMagistr) SocSta5 Knowledge5	Any Zakarim except Undercity	Knowledge (Any) Leadership (Zakarim)	Sign of the Apocalypse	Relic of the faith	Paladin
High Executioner (W/O)	(Executioner) Soc Status3 SmlWpn6	Ecclesiarchy Nobility Undercity	Small weapon (Any) Athletics (Any)	Hide in Plain Sight	Panzerfist/Lightning claws, Fullplate	Lord Inquisitor
Hospitalier (W)	(Watchman) (Merc Ldr) Defence4	Ecclesiarchy Order Hospitalier	Def (Full Armour) Hand Weapon (Shieldfighting)	Shield of the Faith	Longsword, fullplate, large shield	Knight Hospitalier
Inquisitor (W/O/A)	(Chosen) (Neophyte) GthrlInform4	Any Zakarim	Gather Information (Any) Intimidate (Torture)	Black Library	Any hand weapon, Light crossbow, Half brigandine	Judge Lord Inquisitor
Judge (W/A)	(Inquisitor) (Prophet) SocStatus3 SenseMotve5	Nobility Ecclesiarchy	Def (Full armour) Sense Motive (Any)	Incorruptib le	Maul, full plate	Judge Magister
Judge Magister (W/A)	(Judge) SocStatus4 SenseMotve6	Nobility Ecclesiarchy	Knowledge (Nobility) Will (Fear)	The Rule of Law	Maul, full plate	Herald
Knave(O)	SmallWpn1	Undercity	Hide (Urban) Defence (Half Armour)	Backstab	Dagger, throwing knives, half leather	Ganger Spy
Knight Hospitalier (W/A)	(Hospitalier) (Preacher) SocSta2 Leadership5	Ecclesiarchy Order Hospitalier	Def (Tower Shield) Leadership (Hospitalier)	Unyielding	Longsword, fullplate, tower shield	Templar
Knight Templar	(Templar)	Ecclesiarchy	Knowledge	Light the	2-handed sword,	Paladin

(W/R/A)	SocSta3 Leadership4	Order Templar	(Warfare) Leadership (Templar)	Way	lance, full plate, light warhorse, chain barding	
Lay Brother (A)	Knowledge1	Ecclesiarchy	Knowledge (Religion) Diplomacy (Priesthood)	Prayer (Minor Avar)	Staff	Acolyte Savant Zealot
Lord Inquisitor (W/O/A)	(Inquisitor) GthrInform5	Any, including non-Zakarim	Knowledge (Arcane) Crossbow (Pistol)	Cast into the Darkness	Any hand weapon, pistol, Half brigandine	Herald
Mercenary (W/R)	(Bandit Ldr) (Outrider) HndWpn4	MercCmpny	Def (Full Armour) Hnd Weapon (Any)	Every Man for Himself	Any hand weapon, Full chain, Shortbow	Mercenary Leader
Mercenary Leader (W/R)	(Dark Rider) (Mercenary) Wealth3 Leadership5	MercCmpny Nobility	Knowledge (Warfare) Leadership (Mercenaries)	The Colour of Gold	Any hand weapon, Shortbow, Full brigandine, Light warhorse, leather barding	Hospitalier Templar
Mentat (A)	(Savant) Soc Status2 Craft3	Guild Nobility	Profession (Any) Use Device (Any)	Mentat's Office	Chain, 2 items from outside culture	Chosen Godsworn
Neophyte (W/A)	(Godsworn) (Hndmaidn) HndWpn4	Ecclesiarchy	Defence (Half Armour) Sense Motive (Strike to Stun)	Sword of the Empire	Any hand weapon, light shield, half ringmail	Inquisitor Templar
Nomad(R)	Survival1	Coster, Sietch	Survival (Direction Sense) Spot (Weather)	Friends in Many Places	Staff-sling, half furs, waterskin	Bounty Hunter Sailor Trapper Wagoneer
Outrider (R)	(Charioteer) (Scout) HndAnim13	Coster MercCmpny	Handle Animal (Ride) Defence (Half Armour)	Roving Screen	Shortsword, Half studded leather, Shortbow, Riding horse	Mercenary
Paladin (W/R/A)	(KnTemplar) SocSta4 Completed trip to holy lands	Ecclesiarchy Any orders	Knowledge (Warfare/ Religion/ History) Diplomacy (Nobility)	The Emperor's Favour	2-handed sword, lance, full plate, hvy warhorse, plate barding	Herald
Peddler(R/O)	Diplomacy1	Coster Guild	Diplomacy (Guild) Appraise (Any)	Fortune's Favour	Dagger, leather hauberk, light crossbow	Bandit Knave Wagoneer
Pirate (W/R)	(Sailor) Swim2	Undercity Pirates	Athletics (Sea Legs) Thrown Wpn (Fearsome charge)	Up and at 'em	Scimitar, Throwing Axe	Pirate Captain
Pirate Captain (W/R)	(Pirate) Wealth2 HndWpn3	Undercity Pirates MercCmpny	Swim (Navigation) Crossbow (Hnd Crossbow)	Gold Breeder	Scimitar, Hand Crossbow	Dark Rider Hospitalier
Preacher (A)	(Flagellant) (Godsworn) (Chosen) Perform3	Undercity Nobility Ecclesiarchy	Diplomacy (Any) Crossbow (Musket)	Prayer (Quad)	Mace, half chain, musket, holy symbol	Prophet KnHospitalier
Prophet (A)	(Preacher) Knowledge4	All Zakarim	Knowledge (Any) 2-handed weapon (Double	The Prophecy Come to Pass	Double mace, half brigandine, musket, holy symbol	Judge

			weapon)			
Protagonist (W)	(BntyHntr) Appropriate Trait Any Melee Wpn3	Undercity	Any Melee Wpn (Any) Intimidate (Dominating Fighter)	Crippling Strike	Any melee weapon, medium shield, half ringmail,	Scout
Sailor(W/R)	Swim1	Coster, Undercity	Profession (Sailor) Swim (Seaman/ Boating)	Sea Fighter	Falchion	Pirate
Savant (A)	(Lay Brother) Knowledge2	Ecclesiarchy Guild Nobility	Knowledge (Any) HndWpn (Chain)	The Awakened Mind	Chain, 1 item from outside culture	Artisan Mentat
Scout (R)	(Trapper) (Protagonist) Spot4	MercCmpny Coster	Bow (Longbow) Will (Lone Ranger)	Keen Eyes	Shortsword, longbow, Hauberk studded leather	Outrider
Spy (O/A)	(Knave) Bluff2	Nobility	Bluff (Disguise) Gather Information (Nobility)	Little Birds	Dagger	Artisan Handmaiden
Templar (W/R/A)	(Neophyte) (MercLdr) (KnHspitlier) SocSta2 HndWpn3	Ecclesiarchy Order Templar	Handle Animal (Riding-Horse) Polearm(Lance)	Holy Strike	2-handed sword, lance, full chain, light warhorse, leather barding	Knight Templar
Trapper (R)	(Nomad) (Artisan) Survival2	Guild Sietch	Survival (Set Traps) Handle Animal (Wild)	Friend of the Wilds	Spear, axe, half furs	Scout
Tough(W)	HndWpn1	Guild Undercity	Def (Half Armour) Small Wpn (Wrestle)	Brawl	Shortsword, half studded leather	Enforcer Sailor
Wagoneer (W/R)	(Nomad) (Peddlar) Wealth2 Diplomacy2	Coster	Handle Animal (Wagon) Craft (Any)	Skill Expertise	Shortsword, Light crossbow, Half studded leather	Trapper Artisan Charioteer
Watchman (W)	(Enforcer) Athletics3	City Guard Guild	Sense Motive (Underworld) Polearm (Trip)	Aware	Halberd, half brigandine	Hospitalier
Zealot(W/A)	Will1 Appropriate Character Trait	Ecclesiarchy	Double weapon (Flail) Will (Fear)	Frenzy	Flail	Flagellant Godsworn



Career Details						
Career	Pre-reqs	Influence	Favoured Skills/ Specialisation	Feat	Gear	Career Exits
Arif(O)	Craft1	Guild	Craft(Any) Appraise (Any except Enemy)	Emblem of the Craft	Knife, Half-furs	Alim Gesserit Peddlar
Al-Gaib(A)	(Hedarach) (Mahdi) (Naib) SocStatus3 Wil6	All Fremen	Leadership (All Fremen) Knowledge (History)	The Muad- Dib	Blowgun, Knife, Brigandine	Naib
Alim (A)	(Alif) (Sayya) Knowledge2	Bene Gesserit	2-handed Weapon (Double Weapon) Diplomacy (Priesthood)	Prayer (Major Avar)	Staff, Half-leather	Nabi
Assassin (W/O)	(Reaver) (Tleilax) Hide3	Bene Tleilax Reavers Zakarim Underworld	Crossbow(Blow gun) Craft (Poisons)	Crippling Strike	Knife, Blowgun	Master Assassin
Bashar (W)	(Mujahid) (Gladiator) (Nam-Yensa) SocStatus2 HndWpn4	Clan	Defence (Full Armour) Knowledge (Warfare)	Call of the Wild	Greataxe, Handaxe, Full studded leather	Naib Sardauker
Brave (W)	(Squaw) (Nomad) ThrWpn2		ThrowWpn (Charging Shot) Intimidate (Fearsome Charge)	Totem Animal	Axe, Handaxe,	Gladiator Mujahid
Face Dancer (W/O)	(MstrAssassin) (Fedaykin) Bluff5	Any Zakarim	Bluff(Disguise) Diplomacy (Any)	Death Visage	Kusari-gama, Blowgun	Mahdi Naib
Fedaykin (W/A/O)	(Gholā) SmlWpn5	Bene Tleilaxu	SmlWpn (2- weapon fighting) Bluff (Feint)	The Wierding Way	Katar	Face Dancer Feyd-Rautha Mahdi

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Feyd-Rautha	(Fedaykin) SmlWpn6	Bene Tleilaxu	SmlWpn (Finesse) Crossbow (Pistol)	Unfeeling	Katar, Pistol	
Gesserit (A)	(Arif) (Sayya) Knowledge2	Bene Gesserit	Knowledge (Herblore) HandWeapon (Strike to stun)	Prayer (Female Avars)	Club	Sayyadina
Ghaib (R)	(Peddlar) (Nomad) Survival2	Coster ZakNobility	Knowledge (Beastlore) Survival (Snow)	Monster Hunter	Axe, Handaxe, Half- furs	Yensa Reaver
Ghola (A/O)	(Tleilaxu Master) Sta4	Bene Tleilaxu	Athletics (Any) SmlWpn (Wrestle)	Refined Body	Katar	Fedaykin
Gladiator (W)	(Brave) (Reaver) HndWpn3	ZakUnderwo rld ZakNobility	Athletics (Any) Hand Weapon (Any)	Pander to the Crowds	Any Fremen melee weapon	Kanly
Hedarach (A)	(Sayyadina) (Nabi) SocStatus2 Leadership4	Bene Gesserit	Leadership (Gesserit) Knowledge (Any)	Shortening the Way	Staff, Half Brigandine	Mahdi
Kafir (O)	Hide1	ZakUnderwo rld	Hide (Snow) SmlWpn (Calm fighter)	Backstab	Knife	Peddlar Tleilax
Kanly (W)	(Gladiator) (Reaver Lord) (Mujahid) SocStatus2 HndWpn4	ZakNobility	Appraise (Enemy) Intimidate (Fearsome Charge)	Duelist	Any Fremen melee weapon, brigandine hauberk	Naib
Mahdi (W/A/O)	(Face Dancer) (Fedaykin) Hedarach) SocStatus3 Knowledge5	Bene Tleilax Bene Gesserit	Perform (Demagogue) Use Device (Any)	Many Places at Once	Blowgun, Knife, Half Brigandine	Al-Gaib
Master Assassin (W/O)	(Assassin) Hide4	Bene Tleilax ZakUnderwo rld ZakNobility	Crossbow (Calm shooter) 2h weapon (Kusuri-gama)	Hide in Plain Sight	Kusuri-gama, blowgun	Face Dancer
Mujahid (W)	(Brave) HndWpn3		Hand Weapon (2 weapons) Athletics (Salmon Leap)	Totem Beast	Axe, Handaxe, Full furs	Bashar Kanly
Nabi (A)	(Alim) 2-handed wpn3	Bene Gesserit	Defence (Half Armour) 2-handed Wpn (Knockdown)	Prayer (Quad)	Staff, Half studded leather	Hedarach Sardauker
Naib (W/R/A)	(Kanly) (Face Dancer) (Bashar) Leadership5	Any Fremen	2-handed Wpn (Disarm) Leadership (All Fremen)	Pathfinder	Greataxe, full brigandine	Al-Gaib
Nam-Yensa	(Yensa) HndAnimal4	Coster	Handle Animals (Mounted archer) Spot (Weather)	Faithful Hounds	Blowgun, Axe, Half Studded leather	Bashar
Nomad (R)	Survival1	Coster	Survival (Direction Sense) Spot (Weather)	Friends in Many Places	Staff-sling, half furs, waterskin	Brave Reaver Ghaib
Peddlar (R/O)	(Kafir)	Coster	Diplomacy	Fortune's	Dagger, leather	Ghaib

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	(Arif) Diplomacy1	ZakGuild	(Guild) Appraise (Any)	Favour	hauberk, light crossbow	
Reaver (W/R)	(Nomad) (Squaw) Crossbow2	Reaver	Hide (Ambush) Handle Animal (Hound)	Ride-by Attack	Scimitar, Light Crossbow, studded leather hauberk	Reaver Lord
Reaver Lord (W/R)	(Reaver) Intimidate3	Reaver ZakUnderwo rld	Crossbow (Musket) Intimidate (Gang Leader)	Dogs of War	Scimitar, Musket, brigandine hauberk	Kanly
Sardauker	(Nabi) (Bashar) 2 handed weapon4	Bene Gesserit	Defence (Polearm Twirl) Crossbow (Musket)	Bloodswor n	Staff, Musket, Half Brigandine	Mahdi
Sayya (A)	Knowledge1	Bene Gesserit	Knowledge (Religion) Perform (Any except Demagogue)	Prayer (Minor Avar)	Club	Alim
Sayyadina (A)	Knowledge3	Bene Gesserit	Knowledge (Alchemy and Poisons) Diplomacy (Priesthood)	Prayer (Triad)	Club, Full furs	Hederach
Squaw (W)	HndWpn1		Hand Weapon (Shield Breaker) Athletics (Jump Up)	Name- seeker	Axe	
Tleilax (A/O)	(Kafir) Wil2	Bene Tleilax	SmlWpn(Close) Wil (Lone Ranger)	Bladeshield	Katar	Tleilaxu Master
Tleilaxu Master (A/O)	(Tleilax) Wil3	Bene Tleilax	Stamina(Any) Wil (Sedative)	Bladestorm	Katar	Ghola
Yensa (R)	(Ghaib) (Reaver) HndAnimal3	Coster	Handle Animals (Hound) Swim (Cold)	Musher's Stick	Blowgun, Axe, Half leather	Nam-Yensa

MAGIC

<i>Zakarim/Fremen Prayers</i>			
Avar		Description	Effect
Abner	Asher	Light-giver	Provides light equivalent to torchlight for duration of prayer and 1 hour thereafter; allows prophet to turn all undead within 10". Make dmg roll as Intimidate check versus Wil.
Adlai	Naphtali	Patron of the weak	Provides sanctuary for 1 character in base contact with priest; character may not be attacked unless enemy wins opposed Wil check versus priest's Intimidate; lasts until next friendly Shooting phase; attack is lost if Wil check is failed
Adna	Zebulum	Patroness of luck	Allows all characters in base contact, including priest, to act as if they have a free Might point until next friendly Shooting phase; may only be used for re-rolls
Afek	Minor Zebulum	Patron of sailors; converted pirate	Double skill for all skills to do with water; automatically able to detect closest body of water; lasts until next friendly Shooting phase
Aharon	Asher	Apostle of Asher	Double any 1 skill roll for all within 6" when serving the cause of Asher and its affiliated tribes; lasts until next friendly Shooting phase
Arel	All	One of the Quad (Malaikah); Death	Target within 6" has to make Stamina save versus Intimidate or treat as <i>stunned</i> until next friendly Shooting phase; character assumed to have been stunned when rolling for long-term injury after game; prophet may only ever have 1 Quad prayer
Barak	Minor Fremen	Patron of protection against inclement weather and natural disasters	Double Survival skill checks and any checks for 'Favoured Ground' Setup Play for all characters within 6"; lasts until next friendly Shooting phase; may predict natural disasters or weather patterns for a week
Barzilai	All Zakarim	Patron of paladins; founder of the order of paladins	Double any 1 skill roll for all within 6" when character is a paladin and serving the cause of the Zakarim faith; lasts until next friendly Shooting phase
Betzalel	Minor Fremen	Patroness of protection against the dark; blind from birth	Characters in base contact, including priest, may ignore all negative penalties to Spot checks until next friendly Shooting phase
Chayim	Fremen	Patroness of death; miraculously rose from the dead	1 character who went out of action in the last round within 6" of priest may make a Stamina check as if <i>stunned</i> to reappear on the field; character is still treated as out of action for purposes of victory calculations, but <i>stunned</i> only for purpose of long-term injury
Chasna	Issachar	Patroness of defiance	Enemy must make opposed Wil check against Intimidate to charge priest or any one in base contact; if engaged in melee with priest must make opposed Intimidate check or half attack rolls; lasts until next friendly Shooting phase
Danya	Benoni	Patroness of gunners	All characters within 6" double skill when using firearms and half Botch dice until next friendly Shooting phase
Deror	Minor Zebulum	Patron of miraculous escapes; former slave	All characters within 6" may not be tripped, flanked or surrounded; lasts until next friendly Shooting phase; DM may allow for miraculous escape from incarceration or group to purchase otherwise ineligible Setup Plays and equipment
Devora	Naphthali	Apostle of Naphthali	Double any 1 skill roll for all within 6" when serving the cause of Naphthali or its affiliated tribes; lasts until next friendly Shooting phase
Emuna	Asher	Patroness of protection against demons	Outsiders may not approach within 6" of priest unless they succeed in a Wil save vs Intimidate until next friendly Shooting phase
Eitan	Minor Issachar	Patron of Strength	Double Str of all characters within 6" until next friendly Shooting phase

Elkanah	Minor Fremen	Patroness of wild animals; was not attacked by wild animals when thrown into ring	Automatically calms rage or fury within 6"; may stop all natural animal attacks, including feats, or feats that draw on natural totemic animals within 6"; double Handle Animal skill checks when dealing with wild animals within 6"; lasts until next friendly Shooting phase
Eri	All Zakarim	Patroness of hospitaliers	Double any 1 skill roll for all within 6" when character is a Hospitalier and protecting another; lasts until next friendly Shooting phase
Ezra	Minor Benoni	Patroness of unexpected help	Double all aid another bonuses within 6"
Gefen	Zebulum	Patroness of Zebulum	Double any 1 skill roll for all within 6" when serving the cause of Zebulum or its affiliated tribes; lasts until next friendly Shooting phase
Genevieve	Minor Zakarim	Patroness of Lyonesse	Negate all negative modifiers for social skill rolls with Lyonesse or with Lyonian organisations; may be treated as having 5 Influence over any Lyonesse organizations in appropriate circumstances. Double any 1 skill roll for all within 6" when serving the cause of Lyonesse; lasts until next friendly Shooting phase
Gershom	Minor Zebulum	Patron of beggars	Double all social Skill checks and Knowledge: Underworld; may be treated as having 5 Influence over any Lyonesse organizations in appropriate circumstances. Double any 1 skill roll for all within 6" when serving the cause of the downtrodden; lasts until next friendly Shooting phase
Giladah	Benoni	Patron of Benoni	Double any 1 skill roll for all within 6" when serving the cause of Benoni or its affiliated tribes; lasts until next friendly Shooting phase
Giza	Minor Benoni	Patron of metalworkers	Double Appraise, Craft and Profession skill checks for all within 6" with regards to metal. lasts until next friendly Shooting phase; may be treated as having 5 Influence over any Zakarim guilds in appropriate circumstances
Hadriel	Minor Zakarim	Patron of nobles	Double all social Skill checks and Knowledge: Nobility for all within 6" when dealing with nobility. lasts until next friendly Shooting phase; may be treated as having 5 Influence over any Zakarim nobility in appropriate circumstances
Hillel	Minor Benoni	Patron of bankers and bookkeepers	Double Appraise and all social Skill checks for all within 6" when dealing with money or with educated classes (clergy, magi etc). lasts until next friendly Shooting phase; may be treated as having 5 Influence over the Zakarim guilds in appropriate circumstances
Gideon	Zakarim	Patron of crusaders; founder of the templar orders	Double any 1 skill roll for all within 6" when character is a templar and on a quest; lasts until next friendly Shooting phase
Illtyd	Minor Issachar	Patroness of riding and horses	Double Handle Animal checks for all within 6" until next friendly Shooting phase
Ira	Minor Fremen	Patroness of rogues and assassins	Double skill checks for any rogue skills for all within 6" until next friendly Shooting phase
Irit	Fremen	Patroness of lovers	Double all social Skill checks for all within 6" involving the opposite sex; members of the opposite sex must make a Will save versus Diplomacy or may not attack priest and characters within 6" until next friendly shooting phase
Iyov	Naphtali	Patron of hopeless situations	Double skill checks for all characters within 6" when faced with a hopeless situation (i.e. surrounded, at death's door etc) until next friendly shooting phase; DM may allow 1 miraculous occurrence as long as it does not allow character to completely escape the hopeless situation
Jabin	Minor Benoni	Patron of leatherworkers	Double Appraise, Craft and Profession skill checks for all within 6" with regards to leather. lasts until next friendly Shooting phase; may be treated as having 5 Influence

			over any Zakarim guilds in appropriate circumstances
Japhet	Minor Asher	Patron of speeches	Double all social Skill checks and Perform when proselytizing until next friendly Shooting phase
Josiah	Asher	Patron of protection from fire; miraculously escaped unharmed when burned on the stake	All characters in base contact with caster is immune to one form of non-physical damage (fire, lightning etc) until next friendly Shooting phase
Kaspit	Minor Zakarim	Patron of Imladris; Imladrian convert	Negate all negative modifiers for social skill rolls with Imladris or with Imladrian organisations; may be treated as having 5 Influence over any Imladrian organizations in appropriate circumstances. Double any 1 skill roll for all within 6" when serving the cause of Imladris; lasts until next friendly Shooting phase
Kelila	Issachar	Patroness of soldiers and butchers; converted and suffered torture before death	All characters within 6" roll their unmodified Stamina checks until end of friendly shooting phase
Keshet	Asher	Patron of archers	Double attack rolls and may have any 1 relevant Feat when attacking with a missile weapon (not including fire-arms); lasts until next friendly Shooting phase
Lamed	Minor Benoni	Patron of learning	Double all Knowledge checks and half Botch dice for all within 6" until next friendly Shooting phase, +1 xp per season of sedentary learning
Leah	Fremen	Patroness of endurance	All characters within 6" half Skill penalties from lost body levels until next friendly shooting phase
Limor	Fremen	Patron of dreams	Allow re-roll of Setup Play activated (and failed) by any hero within 6" of priest in the last round
Lirit	Minor Fremen	Patroness of music; miraculously delivered from suffocation	Double Perform for all within 6" if performance includes music; all within 6" automatically immune to suffocation or drowning until next friendly shooting phase
Maksima	Minor Benoni	Patron of knowledge	Double Gather Information skill for all within 6" until next friendly Shooting phase, DM may offer relevant but unsought for information on successful prayer
Mica	All	One of the Quad; Plague	Target within 10" suffers from any of the following random diseases if they lose a body level until next friendly Shooting phase – blinding sickness (1d2 Str; further Stamina check to avoid blindness), cackle fever (1d3 Wis), filth fever (1 Dex and 1 Con), mindfire (1d2 Int), red ache (1d3 Str), Shakes (1d4 Dex), slimy doom (1d2 Con); character is taken out of action if any characteristic is reduced below -3; lasts as long as character is wounded; prophet may only ever learn 1 Quad prayer
Mordecai	Issachar	Apostle of Issachar	Double any 1 skill roll for all within 6" when serving the cause of Issachar or its affiliated tribes; lasts until next friendly Shooting phase
Nili	Minor Fremen	Patroness of the wild	Double Survival and Knowledge (Herblore) checks for all within 6" until next friendly Shooting phase; automatically able to detect north
Nimord	Fremen	Patron of hunters	Double Spot and all damage when actively hunting for a person or creature for all within 6" until next friendly Shooting phase; DM may allow 1 miraculous detection of target
Obadiah	Minor Zebulum	Patron of servants	Double to all social Skill checks when dealing with characters of lower Social Level for all within 6" until next friendly Shooting phase
Rafa	Naphtali	Patron of healing	Allow an immediate Recovery roll for all characters within 6" of priest; double Stamina checks for all warriors and heroes when rolling for wound recovery between games
Sabas	Minor Fremen	Patron of Fremen converts	Negate all negative modifiers for social skill rolls with Fremen or with Fremen organisations; may be treated as having 5 Influence over any Fremen organizations in appropriate circumstances. Double any 1 skill roll for all within 6" when serving the cause of Fremen; lasts until

			next friendly Shooting phase
Samal	Zebulum	Former Reman tribune; converted and persecuted	Double attack rolls for all within 6" when fighting against other races until next friendly Shooting phase
Samara	Fremen	Patroness of virginity and innocence	Double defence rolls for all within 6" younger or of lower level than priest until next friendly Shooting phase
Shaanan	Naphtali	Patroness of protection from suffering; racked to death for her faith	All characters within 6" are immune to all psychological effects until next friendly Shooting phase
Shoshana	Asher	Patroness of madmen and epileptics; killed when resisting father's incestuous advances	Characters within 6" enter rage until next friendly Shooting phase and receive a bonus of up to +5 to Str and Con, but half penalty to Dex and Int
Tamar	Minor Zebulum	Patron of disguise and secrets	Double Bluff and Legerdermain for all within 6" until next friendly Shooting phase; DM may grant a miraculous non-detection on a successful prayer
Tifara	All	One of the Quad; False Belief	Target will receive equivalent injury for any wounds it deals if heretic or non-believer unless Will save made versus Bluff until next friendly shooting phase; prophet may only ever have 1 Quad prayer
Tira	Issachar	Patroness of protection in battle	Double Armour Soak for all within 6" until next friendly Shooting phase
Tzefanya	Benoni	Patron of application and dedication	Allows target to re-use any feat a second time for free is used before the next friendly Shooting phase
Tzofi	Zebulum	Patron of travelers and pilgrims	Immediately allow a further half move for all characters within 6"; Shorten travel time by 1/3 rd
Uriel	All	One of the Quad; Famine	Target suffers from starvation, i.e. automatically lose 1 body level and maximum body level reduced by 1 level unless Fort save made against Intimidate; prophets may only ever choose 1 Quad prayer
Uziel	Asher	Patron of protection against magic; attempted to win the love of a Zakarim girl through magical means and converted	Checks versus hostile magic doubled for all within 6" until next friendly Shooting phase; automatically detects hostile magic cast on character
Yaacova	Benoni	Patroness of protection from treachery and ambush	All characters within 6" cannot be <i>flat-footed</i> until next friendly Shooting phase and no warrior may betray character through feats or other means
Yavin	Minor Naphtali	Patron of protection against evil and lies; 'the Simple'	Double Sense Motive check for all within 6" until next friendly Shooting phase; DM may allow miraculous detection of lies or deception
Yirmeyahu	Minor Fremen	Patron of mountains and heights	Double Climb, Athletics, Survival (in mountains) for all within 6" all characters takes half damage from falls; lasts until next friendly Shooting phase